

Sidekick LX™

Reference Guide

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Welcome!

Thank you for buying a Sidekick LX™ device. Your Sidekick will change the way you communicate, get organized, and stay connected.



Here's what you'll find in the box:



Sidekick LX™ device



SIM card



Removable battery



microSD™ card



USB cable



Battery charger (wall adapter)



Hands-free stereo headset



Carrying case



Start Guide



Reference Guide



Limited Warranty (Terms & Conditions)

If any of these items are missing, please contact your T-Mobile Customer Care department.

Device Basics

Opening and Closing the Display

To open the display, press your left thumb on the lower-left corner of the display and gently push up in a clockwise direction. The display will spring smoothly into the open position.



Alternatively, use your right index finger to push down gently on the upper-right corner of the display. The screen will spring into the open position.


The normal operating position of the device is horizontal, with the trackball on the right, as shown on the left.

To close the display, reverse the motion to pivot the display counter-clockwise and snap it into the closed position.




! Protect the display from scratches by always using the carrying case to transport your device.

Control Buttons






 **TRACKBALL** Press the trackball to select a highlighted item or press and hold to open a pop-up menu. Roll the trackball to reverse or advance the current selection through the “selectable” items on a screen. Rolling the trackball left or right with a folder highlighted opens/collapses folder contents. Adjust trackball speed and acceleration from the **Jump Menu > Settings > Trackball & D-Pad** screen. Read what the trackball colors mean during sleep in “Trackball light indicators” on page 31.

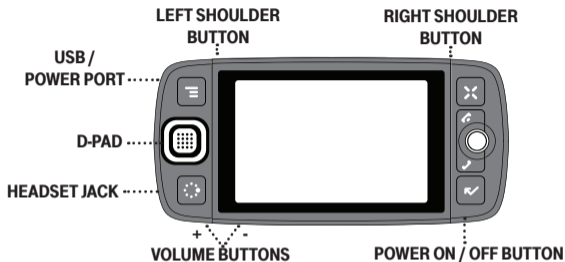
SEND/END buttons When the buttons are lit, use them to send/end a call. When unlit, press  to page up or  to page down.

 **DONE button** Press **DONE**  to go back through the screens you were previously viewing, until you reach the Jump screen. On a screen or in a dialog box, press **DONE**  to save your changes and dismiss the screen or dialog box.

 **CANCEL button** Press **CANCEL**  to dismiss any changes you have made to a screen or dialog box.

 **MENU button** Press **MENU**  to open a list of actions you can take on the current screen.

 **JUMP button** Pressing **JUMP**  takes you back to the Jump screen, your starting point for launching all the device applications.



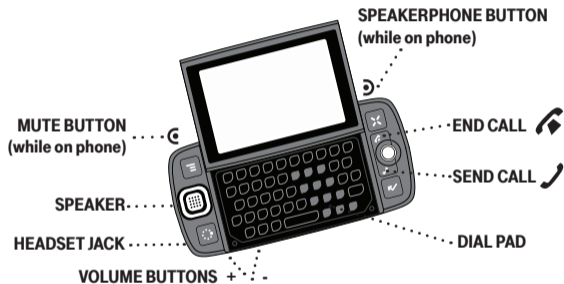
DIRECTIONAL PAD (D-Pad) Press up, down, left, or right to scroll or move within text fields, and navigate in games. By default, the D-Pad navigates folders and screens, jumping over individual items. You can make the D-Pad navigate the same as the trackball (moving item-by-item) from the **Jump Menu > Settings > Trackball & D-Pad** settings screen.

LEFT AND RIGHT SHOULDER buttons The function of these buttons depends on which application you're using. For example, while using the Camera, the right shoulder button captures a photo. While using the Phone, the left shoulder button toggles Mute and the right shoulder button toggles Speakerphone. While in the Email and Picture Messaging compose screens, the right shoulder button opens your photo albums so you can select a photo to attach to the message, and the left shoulder button opens the voice recorder.





POWER ON/OFF button Press the Power button for three seconds to power the device on or off. You can also press the Power button twice ("double-tap") to power off.

VOLUME buttons Press and hold + or - to step through your Sound Profiles or to increase/decrease the volume on the phone or music player. To silently mute your device, press and hold -.


Phone Controls




DIAL PAD Use the keyboard dial pad to dial a number with one hand.


END CALL and SEND CALL buttons When the Send and End buttons are lit, it means you can use them to place a call. Press  to end a call or clear the screen of a number you've typed. Press  to call the phone number you've typed or highlighted in a list. Press  with no number typed to display a list of recently-dialed numbers. Press  from the Jump screen to open the Recent list.


SPEAKER When using the device as a handset, place the speaker, located in the D-Pad, to your ear.

MICROPHONE When you are using the phone, speak into the microphone, located by the **CANCEL**  button.


VOLUME buttons The volume buttons are located under the **JUMP**  button. While on a phone call, press + to increase or - to decrease volume. Use the left and right shoulder buttons to turn Mute or Speakerphone on and off.

BLUETOOTH HANDS-FREE HEADSET OR CAR KIT To use a Bluetooth hands-free headset or car kit, do the following:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  to open the menu, then select **Bluetooth** to open the submenu. Make sure Bluetooth features are “on”.
- 2 While you are in your car, make sure your hands-free headset or car kit is ready to pair by following the manufacturer’s instructions. On your Sidekick, go into the Phone application. Press **MENU**  and select **Settings > Pairing**.
- 3 From the Pairing dialog box, select your Bluetooth hands-free headset or car kit from the list of devices (it may take a few seconds for the list to populate). If prompted, type the device’s PIN code, then press **DONE**  to dismiss the PIN Code dialog box.
- 4 By default, your call’s sound will go through the device

handset. To send or receive your call using a Bluetooth device, press **MENU**  and select **Transfer Sound to**, then select your Bluetooth device from the submenu.

✓ Transfer the call’s sound either before or during a call.

- 5 Place your call.
- 6 When finished with your call, press **END CALL** .



STEREO HEADSET JACK Always connect your headset to your device **before** making/receiving a call.

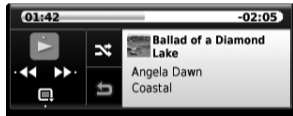
To use the headset button:

- Press the button once to answer a call and again to end it.
- During a call, press once to answer a second incoming call and put the first caller on hold.
- With two callers on the phone, press the button once to end the active call and press again to resume the on-hold call.








Sound Controls




Mini Music Player

To open the mini music player (transport controls) from anywhere on the device, press **JUMP**  + **DONE** .




Press one of the four sides of the D-Pad, or use the trackball to select a control. You can also use these shortcuts:

-  - Pause song now playing , or resume play if paused .
-  - Play previous song in Play Queue .
-  - Play next song in Play Queue .


The shuffle and loop icons indicate, when they are green, that shuffle is on , loop once is on , or loop repeatedly is on . Select an icon to cycle through settings.

To jump to the Play Queue screen, press the Play Queue icon .

To scroll through the songs in the Play Queue, press the D-Pad left/right or select the forward control  with the trackball.



To go to a specific place in a song, roll the trackball up, then select the song progress bar at the top of the player. A slider opens:



The row of bars is referred to as the “scrubber bar”. The highlighted bar indicates where you are in the currently-playing song. Roll the trackball right to fast forward, left to rewind. To close the scrubber bar, press **DONE** .

Volume Controls

There are two ways you can open the volume controls:

- Press **MENU**  + **DONE** . Roll the trackball left or right to step through your sound profiles. Left is louder, right is softer. (Read more in “Sound Profiles” on page 26.)
- Press the **+** or **-** volume buttons on the lower-left edge of your device. Continue pressing the buttons to step through your sound profiles:





- ✓ To switch to the “silent” sound profile without making a sound, hold down the **-** volume button.

If you are playing a song or on the phone, the volume control panel includes separate volume controls for the music or phone call. This control is focused by default; to change your Sound Profile, roll the trackball down to focus the Sound Profile pane, then roll the trackball left or right to select a profile.




Wireless On/Off Control

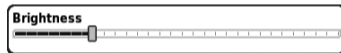
If you need to turn off your device's GSM, GPRS, EDGE, and Bluetooth wireless connectivity (for example, during aircraft takeoff and landing), do the following:

- 1 From the Jump screen, press **MENU**  and select **Airplane Mode > Turn Wireless Off**.
- 2 Your device is now offline. Confirm offline status by looking at the title bar; the radio tower icon and "OFF" should blink alternately.
- 3 To turn wireless back on, from the Jump screen, press **MENU**  and select **Airplane Mode > Turn Wireless On**.

Display Controls

To adjust the display backlight brightness:

- 1 Press **MENU**  then select **Settings > Battery & Display**.
- 2 Select the **Brightness** slider to open it for adjustment. By default, brightness is set to 1/4 of the range, as shown below:



Roll the trackball right to increase brightness; roll left to decrease.

- 3 When ready, press the trackball to apply the setting.

Battery Charger

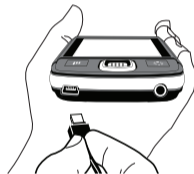
Your device comes with a removable, rechargeable lithium-ion battery. When you first receive your device, it is important that you fully charge the battery, described below.

! Only use the charger and battery provided with your device or approved by T-Mobile, or you risk damaging your device. Do not insert battery chargers from previous Sidekick models into the stereo headset jack.

If you attach your device to your computer via USB, be aware that the power received may not be enough to charge your device. For example, when computers are in “sleep” mode, only a trickle charge may be supplied via USB. In this situation you can lose more power than you gain.

1 Attach the battery charger to your device.

Locate the battery charger that came in the box with your device. Insert the charger’s USB lead (plug) into your device’s USB port. Now plug the power cord into a standard electrical wall outlet.



An orange charge indicator light will go on and a lightning bolt icon will appear over the battery icon in the title bar, indicating the charger is connected and the battery is charging. Note that if your device has discharged completely, it may take up to 15 minutes before you see any indication of charging on the screen.

2 Let the device charge for at least four (4) hours.

Put the device in a safe place and let the battery charge for at least four hours with the device powered on.

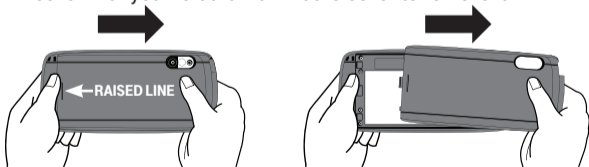
As the device is charging, the bars in the battery icon fill repeatedly from left to right. When your device is fully charged, the lightning bolt icon will disappear and the bars will stop moving and remain in the filled position.

✓ For efficient operation, charge your device nightly. If you plan to leave your device unattended for an extended period of time, be aware that the battery will discharge after two days if it is turned on and not attached to the charger. If your device does fully discharge, simply attach it to the charger to recharge.

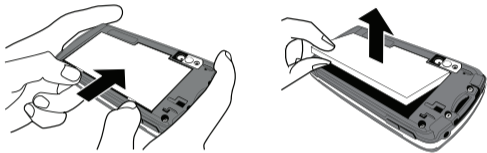
Removable Battery

To replace your rechargeable battery, or if you need to insert or remove your SIM card, first you will need to remove the installed battery. Begin by powering down your device:

- 1 Press and hold the power button three seconds to power down.
- 2 Turn the device over. With the camera at the top, slide the cover to the right by carefully pressing the raised line on the cover with your left thumb. Lift the cover to remove it.



- 3** Push the battery in slightly along the bottom edge, then lift the battery from that same edge to remove it.

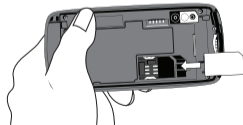


- 4** Replace with a new battery by first inserting the top notched edge (with the gold contacts) and then pushing the battery down to lock into place.
- 5** Replace the cover. Once the battery makes contact, the power-on sequence begins.

SIM Card Slot

To access your SIM card, you must first remove the battery.

- 1** Remove the battery cover and battery by following “Removable Battery”, steps 1-3, on page 15.
- 2** Notice the SIM card slot, which is shaped like a SIM card and is located just to the right of center.
- 3** To insert the SIM card, slide the card into the slot with the gold contacts facing down and the notched corner at the upper right. Be sure the two side brackets are on top of the card, holding the card in place.



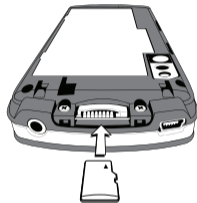
- 4 To remove the SIM card, insert your nail or paper clip into the notch to the left of the card in order to move the card slightly to the right. Then gently use your finger to slide the card to the right and free of the two brackets. Lift the card to remove it.

Memory Card Slot

Your device comes with a Micro Secure Digital (microSD™) flash memory card. To insert or remove the memory card, you must first remove the back cover as described in “Removable Battery”, step 2, on page 15.

- 1 With the back cover removed and the camera at the top, you can see the memory card slot on the right edge of the device.
- 2 To insert the memory card, hold the card with the gold

contacts facing down and the card notch facing up. Insert the card into the slot and push to lock into place.



- 3 To remove the memory card, push the card in slightly and release; the card should spring partly out of the slot. Pull the card free of the device.

USB / Power Port

The USB/power port is located on the top left edge of your device. **With a flash memory card installed**, you can manage the contents of the card by connecting a USB cable to the device and your computer.

The memory card will appear as a drive on your computer, and you will be able to add or remove music or image files using your computer's file system. Remember that you cannot transfer files unless you have first installed a memory card. For instructions on installing, read "Memory Card Slot" on page 17.

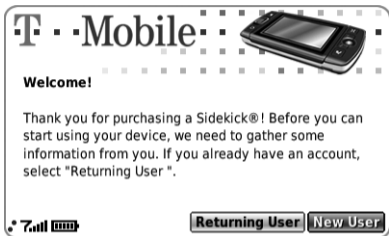
✓ While your device is connected to your computer via the USB port, the memory card contents are not available for playing music or viewing photos from your device.

Registration

Before you can start using your Sidekick, you must complete registration. This section of the guide takes you through registration in more detail. Note that these instructions are for **new users**, not returning users. Returning users can sign in using their username/password.

1 **Wait for account activation.**

Before you can use your account, your account must be activated. This can take up to 48 hours, but usually takes only 1-3 hours. While you wait, step through the screens that appear. If applicable, you'll be given the opportunity to select your language. When you see the Welcome screen, you'll know your device has been activated:



Press the trackball to select the **New User** button and advance to the next screen. On subsequent screens, select the **Next** button to advance.

2 Type your first name and last name.

Use the keyboard to type your **First** name, then roll the trackball down to highlight the **Last** name field. Type your last

name, scroll down to highlight the **Next** button, then press the trackball to advance to the next screen.

3 Select a username.

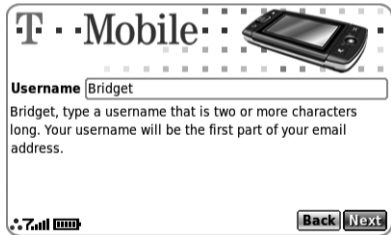
The username you type will become the first part of your email address (for example, username@example.com).

Before you select a username, read the following:

- Usernames must start with an alphabetic character (A-Z) and can include numbers (0-9), dashes (-), periods (.), and underscores (_), but no other punctuation. Although you can use periods within a username, do not use a period at the beginning or end of the name, and do not use two periods (..) in a row.
- Usernames must be at least 2 but no more than 32 characters long.

- Usernames are not case-sensitive. For example, if your username is “bridget”, you will be authenticated if you sign in by typing “Bridget”, “BRIDGET”, or any combination of upper or lowercase letters.

Once you decide on a username, type it in the text box, then select **Next**.



T-Mobile

Username

Bridget, type a username that is two or more characters long. Your username will be the first part of your email address.

Back **Next**

4 Select a password.

Select a secure password that follows the rules below:

- Passwords cannot be the same as your username.
- Passwords must contain 4-15 characters, **can** include both letters and numbers, but **no** spaces, single quotes ('), semicolons (;), backslashes (\), or percent signs (%).
- For enhanced security, do **not** choose an actual word that appears in any language dictionary. Do **not** choose a proper name, such as the name of a child, local sports team, pet's name, or city of birth. Do **not** choose adjacent letters on your keyboard or a sequential or repeating combination of letters or characters, such as “12345678”, “222222”, “abcdefg”.
- For enhanced security, **do** choose a password that is more than seven characters long, mixes letters and numerals, and uses upper- and lower-case letters.

- Passwords are case-sensitive. For example, if you set your password to be “Hard2Guess”, then you will **not** be authenticated if you sign in by typing “hard2guess”.

Type the password in the text box, then type it again to confirm. You will see feedback on how secure your password is.

5 Select your time zone.

Open the pop-up menu to see a list of time zones. Select yours from the list, then select **Next**.

6 Select a “secret question” and type your answer.

If you ever forget your password, for security purposes, T-Mobile Customer Care will ask you to provide an answer to the “secret question” you select on this screen. Press the trackball to open the **Question** pop-up menu, scroll to highlight a question, then press the trackball to select it.

Roll the trackball down to highlight the **Answer** field, then type your answer. When finished, select **Next** to continue.

7 Read and agree to the end-user license agreement.

Before you can finish registration, you must read and agree to the end-user license agreement. You can read it by selecting the on-screen **View Agreement** link or from the Desktop Interface. Once you read the end-user agreement, select the **Next** button to indicate your acceptance and transmit your registration data.

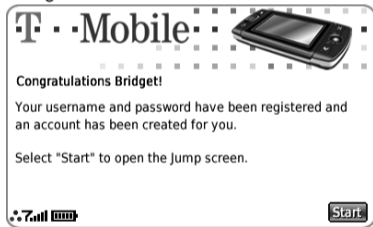
8 Wait while data transmits.

Wait while the data you entered in the Registration screens transmits to T-Mobile. The service will check to see if your username already has been taken. If it has, you will be offered alternatives. You can select one of these alternatives or type a different username. Note that if you are out of

network coverage, you'll be asked to "try again" to resume registration.

9 Congratulations!

Once your account has been set up, you'll see the Congratulations screen:





Select the **Start** button to begin!

Setting Up Your Device

Bluetooth® Technology Setup

Your device supports the Bluetooth wireless technology Specification 2.0 so you can connect to hands-free devices (headset and car kit) and any device that can receive a vCard via Bluetooth (PCs, phones).

To turn on Bluetooth features and open the Bluetooth settings, do the following:


- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  to open the menu, then select **Bluetooth**. The submenu opens.
- 2 From this submenu you can do the following:

Pairing Displays a list of available Bluetooth devices with which you can pair.

My Device Rename your device (as it appears to others) and select an option requiring that others authenticate before connecting to your device. You can also request that the device automatically try the PINs 0000 and 1234 when authenticating with other devices.

✓ For maximum privacy and security, make sure you select the **Require authentication** check box.



Visibility and Bluetooth On/Off Bluetooth features are “off” by default; to select a the visibility option, you must first Turn Bluetooth On from the menu. Once Bluetooth features are on, select from: Always Visible (if you are actively using Bluetooth devices), Visible for 60sec (to exchange a vCard quickly), and Never Visible (prevents others from sending you vCards or pairing with you).

Send My vCard If you have set “My vCard” in the Address Book, you can send your vCard quickly to another Bluetooth device by selecting this option or by using the shortcut **MENU**  + **Y**. Read more in “Set and Send My vCard” on page 56.

- 3 With Bluetooth features on, you can also use a hands-free headset or car kit to place and receive phone calls from your device. Read more in “Bluetooth Hands-Free Headset or Car Kit” on page 10.



Backgrounds


You can customize the backgrounds that appear on the application splash screens. In addition to the backgrounds that come by default with your device, you can download “themes” from the Catalog and assign them as backgrounds:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  then select **Backgrounds**.
- 2 The submenu opens to display a list of available backgrounds. Your current selection is marked with a bullet and appears dimmed. If you have downloaded background themes from the Catalog, they will appear at the top of the list.
- 3 Select your choice with the trackball.

Font Size

By default, the text on your device appears in a “Medium” size font, but you can change this size:



- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  to open the menu, then select **Settings > Font Size**.
- 2 Select the **Font Size** pop-up menu and choose from **Small**, **Medium**, or **Large**.

- 3 Press **DONE**  to save your font size setting. It will take a few moments for the font size to change.

✓ This font size setting does not affect the text size on pages viewed with the Web Browser.

Backlighting




As long as you are actively using your device, the backlight will stay on. After you stop using your device, the backlight will stay on for 15 seconds, but you can change this setting:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  then select **Settings > Battery & Display**.
- 2 In the **Display Backlight** group box, open the **Dim after** pop-up menu and select a timeout option, up to five minutes. The lower the time, the more battery power you will conserve.



- 3 By default, the **Use ambient light sensor** check box is selected. This conserves battery power and means when there is enough light in the environment, the backlight will dim automatically.

Key Guard Mode

You can “lock” your device controls by entering key guard mode:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  to open the menu, scroll to highlight **Key Guard**, then press the trackball. You can also enter key guard mode quickly by pressing and holding **DONE**  for two seconds.
- 2 The control buttons lock and the key guard screen appears.

✓ To turn on the backlight while in key guard or sleep, press the right shoulder button.

- 3 To unlock and wake the device, open the screen or press **MENU**  + **DONE** . If you have set a privacy code (see next section), type it at the prompt.

By default, your device is set to enter key guard mode after two minutes of idle time. You can change this setting from the **Jump Menu > Settings > Key Guard & Security** screen.

To prevent display damage, after your device has been in key guard mode for five minutes, the screen will go black (the device is in “sleep mode”). To wake your device, press any key or open the screen. To learn what the blinking trackball colors mean during sleep mode, read “Trackball light indicators” on page 31.


Device Privacy Code



If you want to secure your device from unauthorized access once your device has gone into key guard mode, you must set up a privacy code:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  then select **Settings > Key Guard & Security**.
- 2 Scroll down to the **Privacy Lock** group box. Highlight **Turn On Privacy...** , then press the trackball to select it.
- 3 Enter a three-digit code using the keyboard or the number pop-up menu:





At the prompt, re-enter your code to verify.

- 4 A “New Combination Enabled” message appears. Select **OK**.
- 5 Press **DONE**  to save your settings and return to the Jump screen.

✓ You can still make emergency calls from the key guard screen, even if privacy code is enabled, by opening the display then pressing **MENU**  + **JUMP** .

Sound Profiles


Each sound profile defines the volume of rings, reminders, and system sounds. You can have up to eight profiles; six editable profiles are provided by default. To create a new or modify an existing sound profile, press **JUMP** , then press **MENU**  and select **Settings > Sound Profiles**. From the Sound Profiles screen you can also set the behavior of pending alerts and reminders, and schedule sound profiles.

To change the sound profile currently in effect, read “Volume Controls” on page 12.

Application Customization


You can set application-specific preferences using the Settings screens found within the applications. Some of application settings you can customize include:



- Set your favorite Web home page (Web Browser)
- Select Caller ID icons or photos (Phone/Address Book)
- Create your own categories and labels for identifying contact information (Address Book)
- Set different ringtones for callers (Phone/Address Book)

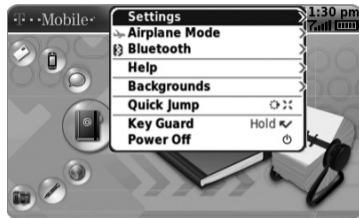
✓ If you see a musical note  next to a menu item, you'll know that's where you customize that application's ringtone setting.

The Device Interface

The Jump Screen


The Jump screen is your entry point to all device applications. Application selections are arranged on the left-side of the screen in a “ring”. Some applications are grouped into a second-level ring. If you press **MENU**  while on the Jump screen, you'll have access to device-wide settings and controls:

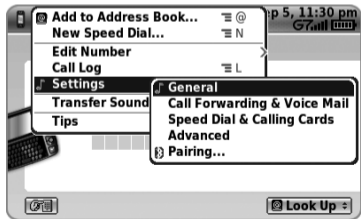
- 1 Go to the Jump screen from any screen by pressing **JUMP** .
- 2 Press **MENU**  from the Jump screen to open the Jump screen menu:




- 3 To select an application, scroll through the “ring” of application icons. When the application or application folder you want is highlighted, press the trackball once to open that application or to enter the second-level application ring.




Menus

Almost every screen on your device has a set of actions you can take while on that screen. These actions are listed in a floating window, which you open by pressing the Menu button **MENU** . Menu items with submenus are noted with a right-pointing arrowhead. The Phone Settings submenu is shown expanded below.

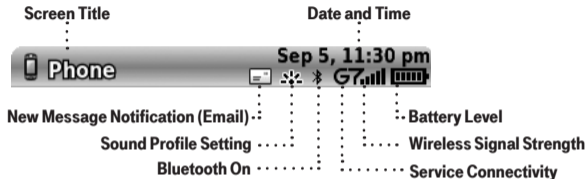


Frequently-used menu items also have keyboard shortcuts that use the Menu button plus a shortcut key. Take a look at the menu shown on the previous page. To create a new speed dial shortcut, you could press **MENU**  + **N** rather than opening the menu and selecting **New Speed Dial** with the trackball.

Quick Jump

To jump to a pending message or an application you've used recently, open the Quick Jump menu by pressing **JUMP**  + **CANCEL** . Select from **Recent** (recently-used applications) or **Pending** (messages you haven't read yet). Note that you can use the shortcuts listed to go directly to that application or message. Pressing **JUMP**  + **0** will always open the latest unread message.

Indicators



7. Wireless signal strength indicator The number of signal bands showing to the right of the radio tower icon represents the strength of the signal at your current location.

⌘ If you see an X flashing over the radio tower icon, you've temporarily lost network connection and can make no calls.

⌘ **Service connectivity indicators** One dot = device is connecting to the GPRS/EDGE network; two dots = getting IP

address; three dots = connecting to the data service; **G** = fully connected to the data service.

⌘ **GSM (Phone) service only** A phone icon in the place of the **G** means you are using (or only have access to) GSM phone service. If you have a call in progress you'll also see a timer. If the phone icon is hollow, you can only make emergency phone calls.

⌘ **Bluetooth indicator** When you see this icon just to the left of the **G**, Bluetooth features are available.


⌘ **Battery level indicators** The number of bars showing in the battery icon represents the charge remaining in the battery. While charging, a lightning bolt appears, and when your battery is almost fully discharged, a "!" appears.


Phone call indicators


3:40 ⌘ A timer appears when you have a call in progress; in the example, call time elapsed is 3 mins, 40 secs. Note that the

phone icon blinks. If you have two calls active, the time displayed is for the foreground call.


 Call forwarding is turned on. Your phone will not ring.


 **Sound Profile setting** When you have selected a sound profile that has sound turned off, the title bar will indicate whether you have flashing lights or vibration set for alerts or notifications. From left to right, the icons indicate: totally silent (no sound, no flashing lights, no vibration), flashing lights only, and vibration only.

 **Communication services notifications** When you receive a new email, text, IM, MMS, or voice mail message, or when a Web page has finished loading, you'll see a visual "balloon" notification move across the title bar, while you're in any application except games.

 Until you check your new message, you'll see the appropriate icon in the title bar as a reminder. The examples

shown to the left illustrate a pending picture message, text message, and email message.

 **Memory card activity indicator** When data is being written to or from your memory card, you will see this icon flashing in the title bar, just to the left of the date.

 When you are inserting or ejecting the card, you will see the memory card icon with an arrow; the arrow points left when inserting, right when ejecting.

USB USB connector icon When your device is connected to your computer using the USB port, you will see this icon in the title bar, just to the left of the date. Note that when your device is attached to your computer via USB, you cannot view the contents of your memory card from your device.





Trackball light indicators During device sleep, the trackball will blink a color: blue = pending message, green = normal sleep, red = low battery.

Type and Edit Text




It's easy to type and edit text using the keyboard and the advanced text editing features described below.

Navigate in Text Boxes

Use the control buttons and keyboard to navigate within a text box:

- Move character-by-character - Press the D-Pad or roll the trackball left/right.
- Jump to the beginning/end of a word, press **ALT** + D-Pad or trackball left/right.
- To jump to the beginning/end of a line, press **MENU**  + trackball left/right.
- To jump to the beginning/end of text in a text box, to jump to the top/bottom of a text box, press **MENU**  +  or .








Delete Text

- To delete a character to the left of the cursor, press **DEL** .
 - To delete a character to the right of the cursor, press **SHIFT** + **DEL** .
 - To delete all the characters on one line, press **ALT** + .
-

Cut, Copy, Paste, Undo




To cut, copy, or paste text you have typed, do the following:

- 1 Position your text cursor next to the text you want to cut or copy. (Use the D-Pad or trackball to position the text cursor.)
- 2 Hold down the **SHIFT** key while pressing the D-Pad or trackball in a direction. As you select text, it is shown highlighted. (To de-select, release the **SHIFT** key and press the D-Pad or trackball.)

- 3 Press **MENU**  and select **Edit Text** to open the Edit Text submenu, or simply press and hold the trackball to open the Edit Text context menu. Select the operation you want to perform on the selected text. Note the standard shortcuts:
 - Cut **MENU**  + **X**
 - Copy **MENU**  + **C**
 - Select All **MENU**  + **A**
- 4 Paste text that you have copied (or cut) into any text box in any application. Position your cursor where you want to paste the text, then use the Paste shortcut **MENU**  + **V**. The device clipboard only stores one set of copied or cut text at a time.
- 5 If you make a text edit and want to undo it, simply press **MENU**  + **Z**. To redo an undo, press **MENU**  + **SHIFT** + **Z**.

AutoText

Use the AutoText feature to type text quickly and accurately:

- 1 Press **JUMP**  to go to the Jump screen. Press **MENU**  to open the menu, then select **Settings > AutoText**. The AutoText screen appears.
- 2 The screen offers automatic formatting and word replacement options. Open the menu to discard or create AutoText rules. Note that when typing, words are replaced only after you press the spacebar. To undo a word replacement, press **DEL**  to delete the space.

✓ Quickly insert your email address, date, time, or phone number by using these AutoText rules: **@email** to insert your email address, **@ld** to insert the current day and date, **@lt** to insert the current time, **@phone** to insert your phone number.


Type Special Unicode Characters

To type special Unicode characters in any text box, press the **SYM** key. The Special Character selector opens.



Use the D-Pad or trackball to navigate through the list: left-right to flip through the Favorites, Recent, alphabet, and symbol sets; up-down to select specific characters. Press the trackball to insert a highlighted character.

Here are some useful tips when using the Special Character selector:

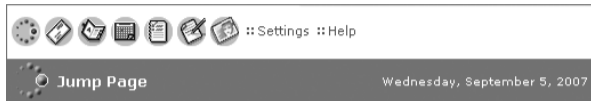
- With the selector open, you can show the same characters capitalized by pressing **Shift** + the character (like “a”). Toggle back to lowercase by pressing the letter again.
- To see all special characters, select **All** (at the bottom of the selector) or use the menu shortcut **MENU**  + **A**, and the grid expands.
- To open a character set for a specific letter, press **SYM** + the letter.
- To type a character using its Unicode value (hover over a selection in the selector for two seconds to see the Unicode), press **SYM** + **Spacebar** (press the keys simultaneously), then type the four-character Unicode value.

The Desktop Interface

The data you store in your device's Email, To Do, Calendar, Address Book, Notes, and Camera applications is also available for viewing or editing on the Web from any computer connected to the Internet. Information in your Sidekick account is stored on servers in a data center with enhanced security and firewall features.

To reach the Desktop Interface, use the Web navigation and sign-in instructions provided in the Start Guide, included in the box.

Once you've signed in, your Jump page will open. Use the Jump page navigation buttons to open the various applications:



- Open the online Help page by clicking the **Help** link.
- Import existing contacts from the **Address Book > Import** page; import existing Calendar events from the **Calendar > Import** page.
- Synchronize your Sidekick Address Book, Calendar, and To Do items with Microsoft Outlook by downloading the Intellisync application: click **Settings** (next to the Help link on the top bar), then click the **Sync** tab and simply follow the instructions.
- Change your default language or time zone by clicking **Settings**.

Desktop Interface Jump Page

The screenshot shows a desktop interface titled "Jump Page" with a date of "Wednesday, September 5, 2007". The interface is divided into several sections:

- Calendar:** Shows a calendar for September 2007. Below the calendar, there are event entries: "Trajan to Yet" (Today, 9:30 AM), "Lunch with Lilly" (Today, 12:00 PM), "Catch train" (Today, 3:00 PM), and "Program VCR to tape show" (Today, 5:00 PM).
- To Do:** A list of tasks: "Run" (08/30/2007), "Shower" (08/31/2007), "Drink" (Today), and "Sleep" (This week).
- Email:** Shows two unread messages: "Lizzie: Don't forget your bathing suit!" (Today, 3:02 PM) and "Nathalie: You have to read this comic" (Today, 3:00 PM).
- Notes:** A list of notes with dates: "Good books" (09/01/2007), "Movies to see" (08/30/2007), "Important numbers" (08/23/2007), "Possible locations for party" (08/05/2007), "Good surfing spots in North America" (06/07/2007), and "Insulators I want badly" (04/28/2007).
- Camera:** Shows three recent photos.

Remember! When finished using the Web applications, always click **Sign Out** to exit the Web site securely.

Using the Applications






Assign up to five phone numbers to be part of your “myFaves” service plan. When you call a myFaves phone number, you are not charged for minutes! Contact T-Mobile to sign up for the plan.





Add a Contact to myFaves

Create a new myFaves contact, or assign a phone number already in your Address Book to your myFaves plan:





- 1 Press **JUMP**  to go to the Jump screen. If not already selected, scroll to highlight **myFaves**, then press the trackball.

- 2 To add a number already in your Address Book**, press **MENU**  + **@**. Roll the trackball to highlight a contact and phone number, then press the trackball to assign the contact to myFaves.
- 3 To add a new contact**, press **MENU**  + **N**. On the dialog box that opens, complete the Nickname and Phone number fields. Type a 7- or 10-digit number. You don't need to add hyphens or spaces in the number.
- 4** Confirm your decision to add the contact to myFaves by selecting **OK** .
- 5** Your new contact will appear in the myFaves ring of contacts; when the “pending” notice disappears, you can call or send messages to this contact.

Communicate with a myFaves Contact



- 1** Press **JUMP**  to go to the Jump screen. If not already selected, scroll to highlight **myFaves**, then press the trackball.
- 2** Roll the trackball to highlight the myFaves contact you want to call, then press **SEND CALL** . To send a text message, press **MENU**  and select **Text**.
- 3** If you have stored an email address or IM screen name for the highlighted contact in the Address Book, you can open a communication with that person quickly by pressing **MENU**  and selecting **Email** or **IM**.
- 4** To view a contact's details (including Web site, address, alternate phone numbers, and so on), highlight the contact, then press the trackball. The Contact Details screen opens. Select the **Edit** button to add or change the information.

Assign an Icon to a myFaves Contact

- 1 Press **JUMP**  to go to the Jump screen. If not already selected, scroll to highlight **myFaves**, then press the trackball.
- 2 Roll the trackball to highlight the myFaves contact to whom you want to assign an icon, then press **MENU**  and select **Change Icon**. The icon selector opens.
- 3 Select one of the folders to view the icons within that folder. To assign one of your photos, open the **Select from Photos**  folder.
- 4 Select an icon or photo with the trackball. If you select a photo from your Photo Album, you will be able to crop the photo to the portion you want represented in the icon: roll the trackball to move the cropper; use the D-Pad to size it.
- 5 The icon will appear in the Edit myFaves Contact dialog box. Press **DONE**  to complete the assignment.

Replace a myFaves Phone Number





Refer to the myFaves plan for how often you can replace a given number.



- 1 Press **JUMP**  to go to the Jump screen. If not already selected, scroll to highlight **myFaves**, then press the trackball.
- 2 Roll the trackball to highlight the myFaves contact/number you want to replace, then press **MENU**  and select either **Replace with Another Number** (using the same contact) or **Replace with Another Contact**.
- 3 If you select **Replace with Another Contact**, select to add a **New myFaves Contact** or **Add from Address Book**. (Read more in “Add a Contact to myFaves” on page 36.)





Phone





Make a Phone Call

- 1 You can make a call using any of these dialing methods:
 - To dial using your list of speed dials and recently-dialed numbers: From the Jump or Phone screen, press **SEND CALL** . Highlight the number, then place the call by pressing **SEND CALL**  again.
 - To dial with numbers: From the Jump screen or Phone screen, open the display and type your number using the embedded keyboard dial pad, or use the numbers on the top row. Press **SEND CALL**  to place the call.
 - To dial using letters (such as 1-800-LETTERS): First open the on-screen dial pad by selecting the  button on

the Phone screen. Now you can use the keyboard to type letters; use the on-screen dial pad or the number row to type numbers (in this mode you can't use the embedded keyboard dial pad to type numbers). When ready, press **SEND CALL**  to place the call. To switch back to using the embedded dial pad to type numbers, select .

- To dial using a list of recently-dialed numbers: From the Phone screen, highlight then select . If the number you want to call is on the list, highlight it with the trackball, then press **SEND CALL** .
- To dial by finding a contact and phone number from your Address Book: From the Phone screen, highlight then select . Start typing a name to narrow your search. Highlight a number, then press **SEND CALL**  to place the call.

- To end your call, select the on-screen button **End** , or press **END CALL** .




Use Bluetooth Hands-Free Headset or Car Kit

You can use a Bluetooth device to make or receive phone calls. To pair and set your headset or hands-free for use with the phone, read “Bluetooth Hands-Free Headset or Car Kit” on page 10.

Answer a Phone Call



When your device signals an incoming phone call, the display will show the name of the caller and the icon or photo associated with that caller in your Address Book (see “Add a Contact to the Address Book” on page 53).





- Press the trackball to select the **Answer** button or press **SEND CALL** . Your call connects.
- To hang up, select **End**  or press **END CALL** .

✓ If you receive another call while you're on the phone (call waiting), a dialog box will appear, giving you the call details and options for handling the incoming call: select either **Switch Calls** or **Ignore**.

Add a Number to Your Speed Dial List




- 1 Press **JUMP**  to go to the Jump screen, then press the trackball to open the Phone application.
- 2 Press **MENU**  to open the menu. Select **New Speed Dial** to open the New Speed Dial Entry dialog box. You can create eight speed dial shortcuts.



- 3 Select a Shortcut Key from the pop-up menu. Only the numbers available will appear in the pop-up menu.
- 4 Type the speed dial **Name** and **Number**, then select **DONE** .




- 5 To dial using the shortcut, from either the Phone application or the Jump screen, simply press and hold the number on the keyboard.

Check Your Voice Mail

- 1 Press **JUMP**  to go to the Jump screen, then press the trackball to open the Phone application.
- 2 Press and hold the 1 key (the speed dial shortcut assigned to voice mail) to call your voice mailbox.
- 3 Follow the prompts to retrieve your messages.*
- 4 To hang up, select **End** , or press **END CALL** .

✓ To check your voice mail from another phone, dial your mobile number and then press the (*) star key to interrupt the greeting. At the prompt, type your password.



Change Your Phone Ringtone

- 1 Press **JUMP**  to go to the Jump screen, then press the trackball to open the Phone application.
- 2 Press **MENU**  to open the Phone menu. Select **Settings > General**.
- 3 Highlight the **Incoming Call Ringtone** pop-up menu, then press the trackball. The menu reveals the ringtone categories. First highlight a category, then press the trackball to open the ringtones submenu. As you scroll through the songs, you can preview each song by hovering over it for a few seconds.
- 4 When you have decided on a ringtone, press the trackball to select it. Press **DONE**  to assign your new ringtone.

✓ Assign caller-specific ringtones from the Address Book, Edit Contact Details pages.

Import Contacts from Your SIM Card







If you already have a SIM card from T-Mobile, you can import the phone numbers you have stored on the SIM card into your device's Address Book. First, insert the SIM card with the contacts into your device, then:

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball.
- 2 Press **MENU** , then select **Settings > Import SIM Contacts**.
- 3 The SIM Import dialog will alert you when the import is complete.

Text Messaging



Send a Text Message

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Phone Messaging**, then press the trackball to open the second-level ring of applications. Highlight **Text Messaging**, then press the trackball.
- 2 Press **MENU**  + **N** to open a message Compose screen.
- 3 Address your message using the recipient's phone number, or start typing their name to bring up Address Book matches. Add more recipients by typing a comma (,) or semicolon (;) in the To field.
- 4 Use the trackball to scroll to the message body; type your message or use one of the Prewritten Messages by selecting the  button. Add Smileys by selecting the  button. To attach a vCard, press **MENU**  and select **Attach vCard**. Select a contact from the list that appears and their vCard will be attached to your message.
If your message is larger than the limit for a single text message (around 160 characters), the message will be sent in parts but received as one. The Compose screen will display how many characters you've typed as you go.
- 5 When ready to send, either select the **Send** button at the bottom of the Compose screen, or press **MENU**  + **M**.*

Picture Messaging





Send a Picture Message


Each message you create can contain up to three multimedia slides, with each slide containing a text, sound (voice note or song), and picture attachment. To create, preview, then send a picture message, follow the steps below. Be creative!

- 1 Press **JUMP** to go to the Jump screen. Scroll to highlight **Phone Messaging**, then press the trackball to open the second-level ring of applications. Highlight **Picture Messaging**, then press the trackball.
- 2 Press **MENU** to open the menu. **New Message** is selected by default; press the trackball to open the Compose screen.

- 3 Address your message using the recipient's phone number, or start typing their name to bring up Address Book matches. Add more recipients by typing a comma (,) or semicolon (;) in the **To** field. Type a **Subject** for the entire message. (Each slide you create can have its own message as well.)
- 4 Create your first slide:
 - Add the slide's message by typing in the text field.
 - Add a voice recording by selecting the "Add Voice Note" icon . In the dialog box that opens, select **Start Recording** to begin the voice recording. Speak into the microphone (next to the trackball). When finished, select **DONE** to attach it to your slide.
 - Add an image by selecting the "Add Image" icon . Your Browse Photo Albums screen will open, where you can


select one photo. After selecting the photo, press **MENU**  then select **Use Checked** to attach it to the slide.

- Add a song to your slide by selecting the “Add Sound” icon . The ringtone selector will open. Select a song from the ringtone pop-up menus. (Due to format and copyright limitations, not all ringtones available in other applications will be available as attachments to picture messages.)
- Use the **sec(s)** pop-up menu to select how long you want the slide to play. Note that if you have attached a voice note that plays longer than the menu setting, the voice note will be cut off when played.

5 To create another slide, select the “Add Slide” icon . Add up to three slides by repeating Step 4.


6 To preview your message, select the **Preview** button. You can

edit the attachments from the Compose screen: first highlight the attachment, then press and hold the trackball to bring up the context menu containing edit options.


7 When ready to send, either select the **Send** button at the bottom of the Compose screen, or press **MENU**  + **M**.

Web Browser

Browse the Web



- 1** Press **JUMP**  to go to the Jump screen. Scroll to highlight **Web Browser**, then press the trackball.
- 2** Start typing the address of the Web page you wish to visit. The Go To dialog box opens automatically, showing the address you are typing.

- 3 The characters you type appear in the top field of the Go To dialog box. Possible URL matches, and the option to search for the text you type, appear in the drop-down menu.
- 4 To go to a Web page, you can either finish typing the complete URL in the Go To dialog box then press Return; or, roll the trackball to highlight a suggested URL in the drop-down menu, then press the trackball.



✓ To open Web pages faster, press **MENU**  and select **Settings**. Scroll down the Settings screen and clear the “Show pictures” check box.



✓ To **increase** the text size displayed on a page, press  + **0**; to **decrease** the text size, press  + **9**.

Bookmark a Web Page

- 1 Open the Web page you want to bookmark.
- 2 Press **MENU**  + **N** to open the Add Bookmark dialog box.
- 3 Edit the bookmark name if you wish, verify the URL and select a folder in which to store the bookmark from the **Folder** pop-up menu. (If you select **New Folder**, you’ll be prompted to give the folder a name.)
- 4 Press **DONE**  to save the bookmark.

Copy Text on a Web Page



You can copy all the text on a Web page by pressing **MENU**  + **A**, then **MENU**  + **C**. Copy only text you select by doing the following:

- 1 Press and hold the **SHIFT** key for three seconds to enter “copy text” mode. A blinking cursor (|) will appear.
- 2 Use the D-Pad to position the cursor where you want the text selection to begin or end.
- 3 Press and hold the **SHIFT** key while using the D-Pad to select text, starting from the cursor’s location. You can deselect the text and exit “copy text” mode by rolling the trackball.
- 4 When finished selecting, press **MENU**  + **C**. Now you can paste (**MENU**  + **V**) the text in any text box on the device.

Email




Send an Email Message

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Email**, then press the trackball.
- 2 Press **MENU**  to open the menu. **New Message** is selected by default; press the trackball to go to the Compose screen.
- 3 The text cursor is in the **To** field; type the name or email address of the person to whom you wish to send an email. If you type a name, the Address Book will try to pull the correct email address from your contact data. Add more To fields by typing a comma (,) or semicolon (;). Open the menu to add a **CC** or **BCC**.
- 4 Scroll to the **Subject** field and type the subject of your email.

5 Scroll to the message body and type your message.

✓ To delete text in the forward direction, press the **SHIFT + DEL** keys together. To delete the current line of text, press the **ALT + DEL** keys together.

6 When ready to send, either select the **Send** button at the bottom of the Compose screen, or press **MENU**  + **M**.




Fetch Email from External Accounts

When you register your device account, you automatically receive an email account that you can use immediately on either your device or the Email application on the Desktop Interface. Your email address is *username*@tmail.com, where *username* is the name you selected during registration.

In addition, you can fetch email from up to three external POP3 or IMAP email accounts. You can also check some Internet email

accounts by using the Web Browser, as described in “Fetch Email Using Your Device’s Web Browser” on page 51.

The instructions that follow explain how to use your device to fetch email from external accounts. You can also set up accounts from the Email application on the Desktop Interface.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Email**, then press the trackball.
- 2 Press **MENU**  then select **Settings > Accounts** to open the Accounts screen.
- 3 On the Email Accounts screen, press **MENU**  then select **New Account** to open the New Account screen.
- 4 Type your email account information in the fields on this New Account screen. Read the sections below for more details on each field:

New Account Sep 5, 11:30 pm

Account

Protocol Auto-detect

Mail Server
Example: pop.example.com

Port 110
Unsure? Leave it at 110.

Username
Your sign-in name.

Password

Email Folder Inbox
Deliver messages to this folder.

More Options **Create** ✓

Protocol pop-up menu Select the protocol your mail server uses or the type of account from this pop-up menu. Select

Auto-detect if you don't know which one to pick. Note that if you select a specific account type, then the next two fields (mail server name and port value) will fill in automatically.

Mail Server field If the mail server name is not provided automatically after you have selected the account protocol, then you must provide the name of the mail server in this field. Many people don't know the name of their mail server. If you don't know yours, your email provider will be able to tell you, or you can refer to the following table for examples.

✓ Some popular Web-based email providers and their Mail Server names are provided below for your convenience. If you have an email account through your ISP, contact them for assistance. Note that some ISPs (including Yahoo!) require additional configuration or charge a fee to download email.

Web Email Provider	Mail Server Name
Yahoo!® Mail	pop.mail.yahoo.com
Mail.com	pop1.mail.com
SoftHome.net	mail.SoftHome.net
Gmail	pop.gmail.com

Port field Unless your email provider has specified otherwise, do not alter this value. Note that if you have selected a specific account type from the **Type** pop-up menu, the correct port value will be supplied automatically.

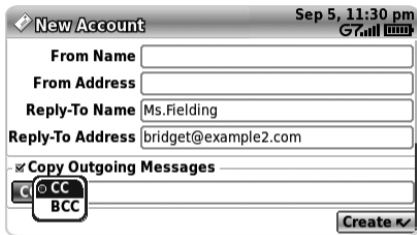
Username and Password fields Type your email account username and password.

Email Folder pop-up menu Select the folder to which you want your account email delivered. To create a folder, select **New Folder**.

- 5 When you've completed all the fields on the screen, select the **More Options** button at the bottom of the screen.
- 6 In the **General** group box, the **Collect email from this account** check box is selected by default. If at any time you want to stop fetching messages from this account, simply clear this check box.

If you want to **Remove retrieved email from server** after it is fetched to your device, select this check box.

- 7 Scroll to the bottom of the screen to the **From Name** field:



If you leave these fields blank, your default POP or IMAP account name and address will be used. Specify alternative names or addresses in these fields as you wish.

- 8 Select the **Copy Outgoing Messages** check box to have every message sent from this account copied to another email


address. Specify either **CC** or **BCC** (from the pop-up menu), then type the email address in the field.


- 9 Save your information by selecting **Create**; or simply press **DONE** ✓.
- 10 Wait until you receive a confirmation message on the Email Accounts screen before attempting to send messages from this email account.

Fetch Email Using Your Device's Web Browser



If there is a Web interface to your email account, you can use your device's Web Browser application to sign in to those accounts and check your email. A couple popular email Web sites are listed below:





- Yahoo!® Mail – <http://mobile.yahoo.com/home>
- MSN Hotmail – <http://mobile.msn.com/hm/folder.aspx>

Press **MENU**  + **K** to open the Bookmarks screen; some sites may have been bookmarked for you. To go directly to an email Web site, do the following:

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Web Browser**, then press the trackball.
- 2 Begin typing the URL for your Internet email account. Your entry will be inserted in the Go To dialog box automatically.
- 3 Press the trackball to go to the Web site's sign in page.

Attach a Photo, Sound, or vCard to an Email Message

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Email**, then press the trackball.
- 2 Press **MENU**  + **N** to open the Compose screen. Complete the **To**, **Subject**, and **Message** fields.
- 3 Do one of the following to attach a photo, vCard, or sound:



- **Attach Photo** - Press  to open your photo albums. Roll the trackball to highlight a photo, then press to select a photo to send. You can select multiple photos. Each selected photo will display a check mark in the corner of the photo. When you've finished selecting photos, open the menu and select **Use Checked** or press **DONE** .
 - **Attach Sound** - Press  to open the recorder. Press  again to start recording and **DONE**  to stop recording. Review your recording then, when ready, press **DONE** .
 - **Attach vCard** - Press **MENU**  and select **Attach > vCard**. Highlight the contact you want to send, then press the trackball to select it.
- 5 Your email message returns to the screen, including attached photos. (To remove an attachment, highlight it and press the **DEL** key.) Select the **Send** button or press **MENU**  + **M** to send.


Address Book










Add a Contact to the Address Book

You can store up to **2000** contacts in your Address Book.



- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball.
- 2 Press **MENU**  to open the menu. **New Contact** is selected by default; press the trackball to go to the New Contact Identity screen.
- 3 To create a contact, you only need to type basic “identity” information: a **First** or **Last** name. On this screen you can also provide a **Middle** name and a **Nickname**, as well as select an icon.

- 4 To select an icon, roll the trackball up to highlight , then press the trackball to open the icon selector. Highlight the icon you want, then press the trackball to select it.

To assign a **Photo Caller ID** icon, select  from the icon selector, which will open the Browse Photo Albums screen. Then, from this screen:

- To select a photo already in an album, roll the trackball to highlight the photo you want to associate with the contact, then press the trackball to select it (a check mark will appear in the corner of the photo). Press **DONE** .
- To capture a new photo, press . Press  again to capture, then **DONE**  to save the photo. Press **DONE**  again to view the album contents. Select the photo (a check mark will appear in the corner of the photo). Press **DONE** .

A smaller version of the photo now appears on the Identity screen and will be used to identify that contact on incoming call notifications.

- 5 When finished with the Identity screen, select **DONE** . You advance to the next New Contact screen, in which you can type or select additional contact information.
- 6 Scroll through the New Contact fields (Personal Info, Phone, Email, and so on), selecting **Add** or **Edit** to open screens in which you can add contact details. Set a custom ringtone for your contact in the Phone number screen.
- 7 When finished, press **DONE**  to save your new contact information.

Communicate with a Contact

From the Address Book's "Browse Contacts" screen, highlight a contact, then press and hold the trackball. A menu opens that lists all the communication options available for that contact. Select the action you want to take.

You can also quickly send an email, instant message, text message, or place a call to a contact from a contact's "Details" screen:

- 1 Go to the Address Book and select a contact with the trackball. Their Contact Details screen opens.
- 2 The Contact Details screen lists all the information that you have stored for this contact: phone numbers, email addresses, IM screen names, and so on.

- 3 To open a communication with this contact, highlight the phone number or address of interest, then press the trackball to select it. A menu opens with relevant communication options.
- 4 Select the option to send the call, open a compose screen, or an IM conversation.

To edit or add contact details, select the **Edit** button on the Contact Details screen.

Import Address Book Contacts

If you have a SIM card from T-Mobile with contact information stored on it, you can import that information to your device by following the instructions in “Import Contacts from Your SIM Card” on page 42 of this guide.

If you have existing contact information stored in a Personal Information Management (PIM) application, you can import that data to your Address Book on the device and Web. To do this, first go to your Address Book on the Web:


- 1 Go to your desktop or laptop computer and sign in to the Desktop Interface by following the instructions in the Start Guide.
- 2 From your Jump page, click **Address Book**.
- 3 Click **Import** in the Address Book sidebar. The Import page opens.
- 4 The Import page includes step-by-step instructions for completing the import process. The following file types (exported formats) can be imported: Microsoft Outlook for PC (.txt file), Microsoft Outlook Express for Mac (.txt file),








Microsoft Entourage for Mac (.txt file), Palm Desktop for PC (.txt/.tab file), Palm Desktop for Mac (.txt/.tab file)

- 5 After you click the **Import** button, your contacts are imported to your Web Address Book then sent to your device via the network. Make sure your device has a wireless connection; then, after 2 to 3 minutes, check your device to confirm that your new contacts have arrived.



Set and Send “My vCard”

You can set one of your contacts to be “you”, so that you can send “My vCard” to others easily.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball.

- 2 Scroll to highlight the contact you want to set as “you”, then press **MENU**  and select **vCard > Set as My vCard**. On the Browse Contacts screen, you will now see a  icon next to your name.
- 3 To send your vCard, from the Browse Contacts screen, press **MENU**  and select **vCard > Send My vCard > via Email** [**MENU**  + **M**], or **Text**, or **Bluetooth** [**MENU**  + **Y**]. For Email and Text, a compose screen opens. For Bluetooth, a dialog opens that allows you to select the receiving device.
- 4 To change or remove the “My vCard” setting, first press **MENU**  and select **vCard > Clear My vCard**. To set a different contact as “My vCard”, highlight the contact, then press **MENU**  and select **vCard > Set as My vCard**.

Send any Contact's vCard

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Address Book**, then press the trackball.
- 2 Scroll to highlight the contact whose vCard you want to send, then press **MENU**  and select **vCard > Send Contact's vCard > via Email**, or **Text***, or **Bluetooth**. For Email and Text, a compose screen opens. For Bluetooth, a dialog opens that allows you to select the receiving device.




* Separate charges apply to send and receive text messages.

Calendar








Add an Event to Calendar

You can create and store up to **1000** events in your Calendar.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **Calendar**, then press the trackball.
- 2 Press **MENU**  + **N** to open an Event Details screen.
- 3 Name your event, type a location, assign a duration, add repetitions, reminders, and notes as applicable.
- 4 Press **DONE**  to save the event. It will now appear on your Upcoming (if it's scheduled within the next seven days), Daily, Week, or Month views.

5 To view your schedule, select one of the “Views” from the menu. Each view has a keyboard shortcut:



- Upcoming (next seven days) **MENU** + 0
- Day **MENU**  + 9
- Week **MENU**  + 8
- Month **MENU**  + 7
- Year **MENU**  + 6
- Trash **MENU**  + T

Notes






Create a Note

You can create and store up to **50** notes. Each note can be up to **8000** characters, which is about four pages in a paperback.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **Notes**, then press the trackball.
- 2 Press **MENU**  + **N** to open a blank note. Type your note; it is saved as soon as you type it.
- 3 Press the trackball to fold your note; press again to unfold. Notes must be unfolded before you can edit them.




Send a Note via Email

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Select **Notes**.
- 2 Create a new note or highlight an existing note.
- 3 Press **MENU**  and select **Send Note** or press **MENU**  + **M**. A compose screen opens with the note in the message body; complete the message and **Send**.

To Do

Add a Task

You can create and store up to **50** tasks.




- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Organizer**, then press the trackball to open the second-level ring of applications. Highlight **To Do**, then press the trackball.
- 2 Press **MENU**  + **N** to open a blank task screen. Create your task.
- 3 Press **DONE**  to save the task.





Camera


Your device comes with a built-in 1.3 megapixel camera with flash. You can store up to **1.75 MB** of photos on your device's internal memory and more on your microSD card. The number you can store will depend on the capacity of the card and the size of the photo (Small, Medium, or Large). Remember that you might be sharing the card's capacity with sound files as well.



Take a Photo






Before you capture a photo, be sure your camera lens is clean!

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Camera**, then press the trackball.
- 2 Press **MENU**  and select **Capture New**, or simply press the right shoulder button . The screen now acts as the “viewfinder”.

- 3 To set the photo size, press **MENU**  and select **Large (1280 x 1024)**, **Medium (640 x 480)**, or **Small (320 x 240)**.
- 4 To set AutoFlash on or off, open the Flash pop-up menu . When finished, press **DONE**  to save.
- 5 By default, the photo will be saved to the **Memory Card Album**. To save to your device, press **MENU**  and select **Capture to**. From the submenu select **Device Album**, or another album you created on the memory card.




✓ To take a photo of yourself, center your image in the small mirror on the back of the device and press the right shoulder button  to capture. Remember the “right shoulder button” will be on your left as you're looking at the back of the device.

- 6 When you're ready to take your photo, press the right shoulder button  or use the trackball to select the capture icon .

- 7 The photo preview appears on the display. You can:
- Press **CANCEL**  to discard it;
 - Press **DONE**  to save it to the album you've selected; or,
 - Select  to send it via an Email or Picture message.
- 8 To return to the Browse Albums screen, select  or press **DONE** .

Send Photos by Email or Picture Message

In addition to being able to send a photo after capture (read “Take a Photo”, step 7 above), you can attach one or more photos in your Photo Albums to either an email message or a picture message while composing. For instructions, read “Attach a Photo, Sound, or vCard to an Email Message” on page 52, and “Send a Picture Message” on page 44.

✓ To select all photos in an album, open or highlight the album, then press **MENU**  and select **Edit > Check All in Album**, or press **MENU**  + **A**. To uncheck, select **Edit > Uncheck All** or press **MENU**  + **U**.






Use Photo for Caller ID or Key Guard Background

You can assign the photos you've saved in one of your photo albums as a Caller ID or a key guard background image.

To assign a photo as a Caller ID:

Follow the instructions in “Add a Contact to the Address Book”, step 4, on page 53.

To assign a photo as a key guard background image:

- 1 Press **JUMP**  to go to the Jump screen, then press **MENU**  and select **Settings > Key Guard & Security**.
- 2 Press the trackball with the **Select Image** pop-up highlighted. Select  to go to your Photo Album.
- 3 Select the photo you want to use as the key guard background by highlighting it then pressing the trackball. A check will appear in the corner of the photo.
- 4 Press **DONE**  to make the assignment, then press **DONE**  again to dismiss the Key Guard & Security screen.

Music Player



Use the music player to play sound files that you have stored on your microSD card. You can use a memory card of any capacity. Remember that you might be sharing the card's capacity with Camera photos.

✓ The music player will play MP3, WAV, MIDI, WMA, AAC (MP4), XMF, RMF, AIFC, IMY, and AMR files; it will not play RAM, M4P, FLAC, RA or any other file that is not listed above.

Copy Music to the Memory Card


Before you can copy any songs to your memory card, you must insert a card into the microSD card slot on your device. For instructions, read “Memory Card Slot” on page 17. Once your card is installed, do the following:

- 1 Connect your device to your computer with the USB cable provided in the box. Read more in “USB/Power Port” on page 18.
- 2 On your computer, find the mounted USB drive and open it.
- 3 You should see a folder at the top-level named “Music”. If you do not see this folder, then create it.
- 4 You’re ready to copy sound files onto the memory card. It’s best if you organize your songs in sub-folders under the “Music” folder. For example, you could create one folder for each album or artist.
- 5 Copy sound files from your computer’s hard drive onto your device’s mounted USB drive, in the folders under “Music”.
- 6 When finished copying, close the USB drive window and “unmount” the drive as required by your computer.

- 7 Remove the USB cable from your device and computer. Read the next section to learn how to play your songs!


Play Songs


Listen to your songs using either the device speaker or the stereo headphones included in the box.

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Music Player**, then press the trackball.
- 2 The Browse Music screen appears. Your music is organized into categories with the number of songs in each shown in parentheses. (Songs are categorized automatically, based on information contained in the song file itself.)

- 3 Scroll to highlight a category, then press the trackball to “drill down” to the next level. Here you might see songs or more categories.




At any level of the Browse Music screen, simply select the category or song you want to play, and it will be added to the “Play Queue” (all the songs that are waiting to be played). You can also use the shortcuts:

MENU  + **P** - Plays selection (interrupts currently-playing song)

MENU  + **Q** - Queues selection (waits its turn in the list to play)



The progress of the song currently playing is shown at the top of the screen:





- 4 Songs playing in a list will not repeat, but you can change this setting by pressing **MENU**  then selecting **Shuffle and Repeat**. Choose from **Shuffle**, **Repeat**, **Repeat 1**, or **No Repeat**.
- 5 To control song play from anywhere on your device, press **JUMP**  + **DONE**  and the mini music player will open. Read more in “Mini Music Player” on page 11.

Create a Playlist

You can create as many playlists as you wish and edit them at any time. Here's how:

- 1 From the Browse Music screen, select one of the top-level categories, then find a song, artist, or album you want in a playlist.
- 2 With the song, artist, or album highlighted, press **MENU**  and select **Add to Playlist > New Playlist**.
- 3 Give your new playlist a name in the dialog box that opens. Press **DONE**  to save the playlist.

Now your newly-created playlist will be included in the Playlists category on the Browse Music screen.


- To add songs to this or any playlist, highlight a song, artist, or album, press **MENU**  and select **Add to Playlist > "Playlist Name"**.
- To remove a song from an existing playlist, open the playlist, then highlight the song. Press **MENU**  and select **Remove from Playlist**.

Download Catalog




Download Items from the Catalog

Download ringtones, applications, games, and more from the Catalog! You'll find that browsing the Catalog and purchasing items is easy and fun:

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Download Catalog**, then press the trackball.

2 Wait while the latest Catalog contents load... then use the trackball to scroll through the categories. The categories are organized like the Jump screen in a “ring” on the left, with each category’s splash screen on the right. Highlight, then press the trackball to open a category’s Browse Items screen.

✓ If you know the name of the item you’re interested in, press **MENU**  + **F** to open the Find dialog box. Type the name of the item then select Find. Matches will appear; select the item of interest to open its Item Details screen.

3 Individual items are grouped into folders. Highlight a folder then press the trackball to open a folder’s items. Once you find an item you’re interested in, highlight the item then press the trackball to open the Item Details screen.



4 To listen to a brief sample of a ringtone or view sample screen shots of an application before you purchase it, select the Preview button. Select **Purchase** to step through the simple on-screen purchase process.

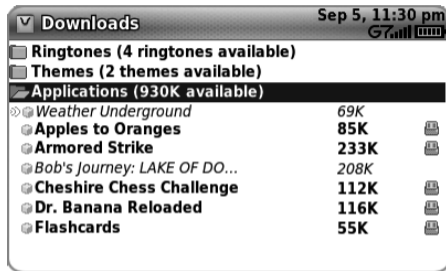
5 Once purchased, your item will be downloaded to your device, network connectivity permitting. You’ll be notified once the download is complete. Note that applications require “installation”, an automatic process that does involve a restart of your device.


6 If your item is not delivered immediately, you can check the download process from the Downloads screen, described below.

Manage Your Downloaded Items

To remove a downloaded item, check the download status of a purchased item, or view a list of all the downloads you have made through the Catalog (including details such as price, subscription term, upgrade information), go to the Downloads screen:

- 1 Press **JUMP**  to go to the Jump screen. Scroll to highlight **Download Catalog**, then press the trackball.
- 2 Scroll to **Downloads**, then press the trackball to open the Downloads screen.
- 3 All your downloads are listed on this screen, organized into folders by categories. Highlight a folder then press the trackball to reveal the items within.
- 4 Items currently being downloaded are shown in italic with the “transmitting” icon: . Items that have been uninstalled are shown in italic.



- 5 To view item details, highlight the item then press the trackball. To discard any highlighted item permanently, press **MENU**  then select **Discard**.

Instant Messaging



Use all the instant messaging applications at the same time 😊 !

Sign On



- 1 Press **JUMP** ⌘ to go to the Jump screen. Scroll to highlight **Instant Messaging**, then press the trackball to open the second-level ring of applications. Highlight the IM application of your choice, then press the trackball. The Sign On screen appears.
- 2 Type your username and password (passwords are case-sensitive), then select the **Sign On** button.
- 3 Your list of friends appears. You are ready to send an instant message.

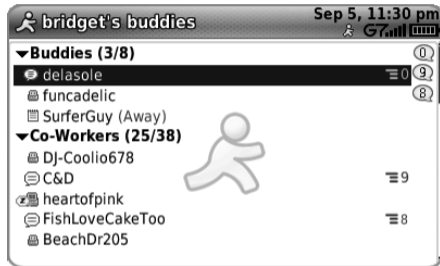
Send an Instant Message

- 1 Press **JUMP** ⌘ to go to the Jump screen. Scroll to highlight **Instant Messaging**, then press the trackball to open the second-level ring of applications. Highlight the IM application of your choice, then press the trackball.
- 2 Sign on with your username and password; the screen listing all your IM friends' usernames displays.
- 3 To start a conversation with a friend on your list, scroll to highlight the friend's username, then press the trackball to start a conversation.
- 4 Type your message. When ready, press the Return key to send.*

Switch Between IM Conversations










You can have up to 10 IM conversations open at the same time. If you do have more than one IM conversation open, you can switch between conversations quickly by doing one of the following:

















- **From Menu** Press **MENU**  + **D** to open the **IM Conversations** submenu, which lists all your open conversations. Scroll to highlight the conversation you want to open, then press the trackball.
- **Using Conversation Number** Each open IM conversation has a number (0-9), which is displayed in the IM Conversations submenu, as well as on the screen displaying your list of friends. From any screen in IM, including the IM splash screen, you can quickly switch between conversations by pressing **MENU**  + the IM conversation number.



- **From Friends List Screen** On the screen listing all your friends' usernames, scroll to highlight the conversation to which you want to switch, then press the trackball.

Keyboard Shortcuts

Call a speed dial number	Press and hold speed dial # on keyboard while in Phone or on Jump screen.
Redial last number	Press JUMP  ,  ,  .
Answer an incoming call	Press trackball or  .
Ignore an incoming call (call will forward)	Press  .
Hang up active call	Press  .
Mute your device when ringing	Press any key, except  .
Create a new note, message, event, task, to do, or contact	Press MENU + M .
Insert Unicode character	Press SYM key.
Discard item	Highlight item, press MENU  + CANCEL  .

Send a composed message	Press MENU  + M .
Open latest unread message	Press JUMP  + 0 .
Delete all text in a single line	Press ALT + DEL .
Put device in key guard mode	Press and hold DONE  two seconds.
Unlock device	Press MENU  + DONE  .
Power device on/off	Press and hold  for three seconds. Press  twice to power off.
Open Sound Controls	Press MENU  + DONE  .
Open mini music player	Press JUMP  + DONE  .
Open Quick Jump menu	Press JUMP  + CANCEL  .
Scroll page-by-page	Hold MENU  and roll trackball; or, press  to page up,  to page down.


Troubleshooting

How do I know when my account has been activated?

Once your account has been activated, you will see a “Welcome” message on your screen. If the Welcome message doesn’t appear on your device within 48 hours after registering, contact your T-Mobile Customer Care department.

In order to comply with airline regulations, how can I temporarily disable wireless connectivity when traveling?

Remember to switch to “Airplane Mode” during aircraft takeoff and landing. To turn off wireless connectivity (to comply with FAA regulations) follow these instructions:

- 1 From the Jump screen, press **MENU** , and select **Airplane Mode > Turn Wireless Off**.
- 2 Your device is now offline. Confirm offline status by looking at the title bar; the radio icon and “OFF” should blink alternately.

Even without wireless connectivity, you can still access the device applications and read email messages that already been downloaded. However, you will not be able to send or receive messages until you enable wireless connectivity again.

How can I protect my device from damage?

The best way to protect your device is to carry it with the display closed, in the carrying case supplied in the box. You risk damaging your device if you do not protect the display. Also, water—even in small amounts or in the form of steam—can

seriously damage your device and charger, so keep your device dry and away from potential water sources.

I needed to remove my battery, so I did. After I put the battery back in my device, it powered up, but all my messages and other data were gone. Is it all gone for good?

No, all your data is regularly saved to the Danger service so it is safe. If you wait a few minutes, all your data will be restored to your device. (Note, however, that any data you entered or modified between the last save to the Danger service and when you removed the battery will be lost.)

Chances are you removed the battery before powering off your device. Every time you power off your device, your data is saved to the device's internal flash memory. However, if you remove

your battery before shutting down, your data will not be saved to flash. It is, however, saved on an ongoing basis to the service, which means your data is always backed up. However, for your convenience, always power off your device before removing the battery!

How can I improve radio reception when I'm in a "fringe" coverage area?

Try the following to improve radio reception:

- Use the hands-free headset and position the phone away from your body.
- Walk to a window if you are indoors.
- Step outside of buildings that have high metal, concrete, or earthen content, because they may absorb radio signals.

- Step away from metallic windows because they absorb RF energy.
- Go to the highest spot possible to make the call.
- Step away from computers or electronic equipment.
- If you are in a car, first park, then try the call from outside the car.
- If you are near or directly under a cellular/PCS radio tower, walk at least one block away.

My device has not connected to the service for quite a while. Is there anything I can do myself before calling Customer Care?

Yes, try powering your device off and on. After your device boots, you'll know you've connected to the service when you see the **G** in the title bar again.

What Web browsers do you support on the Desktop Interface?

Web browsers IE 5+ are supported on both the Windows and Macintosh operating systems, as well as Firefox and Safari.

Why do the Web pages I open using the device's Web Browser application appear different from the pages I open on my desktop computer?

The Web pages displayed on your device have been reformatted so they are easier to read on a small display. The same or similar information displays; it's just laid out on the screen so that it's easier to view on your device.

What are the requirements for getting my other email accounts to appear on my device?

To fetch messages from another email account, you must gather the following information:

- Name of the remote email server (e.g., mail.example.com).
- Protocol used by the remote email server (e.g., POP, IMAP).
- Your username on the remote email server. (For example, if your email address is joe@example.com, then your username is “joe”.)
- Your password on the remote email server. This is the same password you use to open the remote email directly.

Most Internet Service Providers and University email systems work with the POP3 protocol. If you are not sure of the protocol, use the **Auto-detect** setting, or you can call or email your remote

service and ask what protocol they support. The remote service operators can also tell you the name of the remote email server.

Once you have all this information, set up your external account by following the instructions in “Fetch Email from External Accounts” on page 48 of this guide. Once set up, your remote email account will be checked periodically and a copy of all new, unread messages will be placed in the Email mailbox on your device.

How secure is my account data on the Desktop Interface? There may be sensitive information stored in contact information (credit card numbers for example) that must be secure!

Information in your account is stored on servers in a data center with enhanced security and firewall features. Please refer to the T-Mobile Privacy Policy and the Danger® Service Privacy Notice on page 90 for more information.

What should I do if I need a replacement part for my device or if I need to have my device repaired?

Contact your T-Mobile Customer Care department for support.

How can I clean my device screen?

The screen on your device is coated with a protective layer of polycarbonate. You can safely use warm soapy water, denatured alcohol, or isopropyl alcohol to remove dirt and smudges from your screen. Be sure to use a very soft cotton cloth, such as an old t-shirt, to prevent scratching when wiping the screen.

How do I report a lost device?

Call your T-Mobile Customer Care department to report the

lost device as soon as possible! T-Mobile will disable your lost device and your existing data will remain stored on the service, assuming no one has tampered with the data since you lost the device. When you receive your new device, your account data will be downloaded to it automatically after you sign in with your existing username and password.

The device is not charging when I connect it to a personal computer using the USB cable. What's wrong?

Some personal computers are not able to charge your device using the USB cable. If this is the case with your computer, when you attach your device to the computer, you will see an alert on the device telling you that you are receiving a USB charge that is too low for charging your device. Instead, use the power adapter included in the box for charging.

Handling and Safety Precautions

The Sidekick is a mobile computing device that may break if dropped, subjected to severe shock, or exposed to water. Please handle the device carefully and read the precautions listed below. These precautions provide essential information for the safe handling of the product and for the protection of the users and others from possible harm.

! During a call, the sound level on your device may vary, depending on how you are routing the sound. Keep the volume at a moderate level to prevent damage to your hearing, and be careful not to switch accidentally to speakerphone (by pressing the right shoulder button) while the phone is against your ear.

Battery Handling

- Your device uses a removable lithium-ion battery. Lithium-ion batteries are recyclable. Never dispose of the battery or the unit by incineration or ordinary waste.
- Always turn off your device before removing the battery.
- Never attempt to disassemble or modify the battery.
- Never touch any fluid that may leak from the removable battery, because doing so may result in injury to the skin or eyes.
- Never drop your device or subject it to severe shock. This may cause the removable battery to leak, ignite, and/or rupture. Always immediately remove your device from the vicinity of any open flame in the event the built-in battery leaks or emits an unusual odor.

Device Handling and Use

- Never attempt to disassemble, repair, or modify your device. Such action may result in bodily injury, or damage to the unit or other property.
- Never touch liquid that might leak from a broken liquid crystal display (LCD), because doing so may cause a skin rash.
- Keep the volume at a moderate level to avoid damage to your hearing.
- Never dispose of your device with ordinary waste.
- Never allow infants, small children, or animals within reach of your device.
- Switch off your device or put your device in “Airplane Mode” when in an aircraft. The use of the device in an aircraft may be dangerous to the operation of the aircraft, disrupt the cellular network, and is illegal. Failure to observe this instruction may lead to suspension or denial of cellular telephone services to the offender, or legal action, or both.
- Check with your doctor if you have a pacemaker or hearing aid to make sure you can safely use the device’s cellular and Bluetooth radio frequencies.
- Certain locations (e.g., hospitals) may restrict the use of any device that emits low-level RF energy. Always comply with posted prohibitions of the use of RF-emitting devices.
- Do not use the device when at a refuelling station.
- Observe restrictions on the use of radio equipment in fuel depots, chemical plants, or where blasting operations are in progress.
- It is advised that the device not be used by a driver while the vehicle is moving, except in an emergency. Speak only into a

fixed, neck-slung or clipped-on microphone, or Bluetooth headset when it would not distract your attention from the road.

- Never allow any metallic objects (e.g., staples, paper clips) to become inserted into your device, as this could result in the generation of excess heat or fire.
- Never use or store your device in the following locations:
 - Anywhere it may be exposed to water (e.g., bathroom, sauna)
 - Conditions of high humidity (e.g., rain or fog)
 - Conditions of extreme high temperatures (e.g., near fire, in a sealed car)
 - In direct sunlight
 - Locations or sites subject to strong vibration
- Using this device for long periods of time (e.g., playing games) may harm your hands or eyes. For your health and safety, take a 10-15 minute break every hour.

- If you have experienced seizures or blackouts that are caused by watching flashing lights, consult a doctor before using this device.
- Use your device in locations with the following ambient environmental condition:
 - Normal operation: 0°C to 40°C (32°F to 104°F), with humidity of 30% to 80%

Battery Charger Handling

- The device is intended for use when supplied with power from the battery charger included in the box with your device, or via a USB cable to an approved USB host. Other usage will invalidate any approval given to this device and may be dangerous.
- Charge the device within the temperature range of 5 to 35 degrees Celsius, or 41 to 95 degrees Fahrenheit, for the fastest charging time.

- Never place the battery charger on any surface that can be marred by exposure to heat; always place the battery charger on a heat-insulating surface.
- Never use a battery charger that has received a sharp blow, been dropped, thrown from a speeding vehicle, or is otherwise damaged; doing so may damage your device.
- Never place the battery charger adjacent to any heat source.
- Never leave the battery charger close to an open container of liquids.
- Never use a worn or damaged battery charger cable or plug, or a worn or damaged extension cord or plug.
- When traveling abroad, never plug the battery charger into a power source that does not correspond to both the voltage and frequency specified on the charger.
- Always confirm that the battery charger plug has been fully inserted into the receptacle to ensure a secure electrical connection.
- In the event of any unusual odor or smoke, always immediately disconnect the battery charger from the device and the power outlet, then power off the device.
- It is normal for the battery charger to become warm when charging. Disconnect the battery charger from the outlet when not in use.
- Never attempt to disassemble or repair an battery charger, power supply cables, or plugs, because doing so exposes you to electric shock.

! RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE FOLLOWING INSTRUCTIONS:

BATTERY DISPOSAL THIS PRODUCT CONTAINS A LITHIUM-ION BATTERY. THIS BATTERY MUST BE DISPOSED OF PROPERLY. CONTACT LOCAL AGENCIES FOR INFORMATION ON RECYCLING AND DISPOSAL OPTIONS IN YOUR AREA.

Regulatory and Compliance Information

Regulatory Compliance Information for North America

FCC Declaration of Conformity

Model PV250, manufactured by Sharp Corporation, complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Responsible Party:

SHARP ELECTRONICS CORPORATION

Sharp Plaza

Mahwah, New Jersey 07430

TEL: 1-800-BE-SHARP

FCC Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause

harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment. This transmitter must not be co-located or operated in conjunction with any other antenna or transmitter.

Exposure to Radio Frequency (RF) Signals

THIS MODEL DEVICE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. In the

United States and Canada, the SAR limit for mobile devices used by the public is 1.6 watts/kg (W/kg) averaged over one gram of tissue. The FCC has granted an Equipment Authorization for this wireless device with all reported SAR levels evaluated as in compliance with the FCC RF emission guidelines. For this PV250 model, the highest SAR value when tested for use at the ear is 0.89W/kg and when worn on the body, as described in this guide, is 1.34W/kg. SAR information for this device is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID: APYNAR0063 for the PV250 model (850/900/1800/1900 MHz).

✓ For body-worn operation, to maintain compliance with FCC RF exposure guidelines, use the supplied carrying case. Use of non-approved accessories may violate FCC RF exposure guidelines and should be avoided. When carrying the device on your person, it is recommended to turn the screen display in toward the body in order to minimize RF exposure and maximize antenna efficiency.

Hearing Aid Compatibility with Mobile Phones

When some mobile phones are used near some hearing devices (hearing aids and cochlear implants), users may detect a buzzing, humming, or whining noise. Some hearing devices are more immune than others to this interference noise, and phones also vary in the amount of interference they generate.

The wireless telephone industry has developed ratings for some of their mobile phones, to assist hearing device users in finding phones that may be compatible with their hearing devices. Not all phones have been rated. Phones that are rated have the rating on their box or a label on the box.

The ratings are not guarantees. Results will vary depending on the user's hearing device and hearing loss. If your hearing device happens to be vulnerable to interference, you may not be able to use a rated phone successfully. Trying out the phone with your hearing device is the best way to evaluate it for your personal needs.

M-Ratings: Phones rated M3 or M4 meet FCC requirements and are likely to generate less interference to hearing devices than phones that are not labeled. M4 is the better/higher of the two ratings.

T-Ratings: Phones rated T3 or T4 meet FCC requirements and are likely to be more usable with a hearing device's telecoil ("T Switch" or "Telephone Switch") than unrated phones. T4 is the better/higher of the two ratings. (Note that not all hearing devices have telecoils in them.)

Hearing devices may also be measured for immunity to this type of interference. Your hearing device manufacturer or hearing health professional may help you find results for your hearing device. The more immune your hearing aid is, the less likely you are to experience interference noise from mobile phones.

Regulatory Compliance Information for Europe

EU Declaration of Conformity

Hereby, Sharp Corporation, declares that model PV250 is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

A copy of the original declaration of conformity can be found at the following Internet address:

http://sharp-world.com/products/wireless_pda/index.html

Recycling Information



The RBRC™ Battery Recycling Seal on the Lithium-ion (Li-ion) battery/battery pack indicates UTStarcom is voluntarily participating in an industry program to collect and recycle these battery/battery packs at the end of their useful life, when taken out of service in the United States or Canada. The RBRC™ program provides a convenient alternative to placing Li-ion batteries into the trash or municipal waste stream, which is illegal in some areas. Please call 1-800-822-8837 for information on Li-ion battery recycling in your area. UTStarcom's involvement in this program is part our commitment to preserving our environment and conserving our natural resources. (RBRC™ is a trademark of the Rechargeable Battery Recycling Corporation.)

Legal Information

Danger® Service and End-User License Agreement

IMPORTANT: PLEASE CAREFULLY READ THIS SERVICE AND END-USER LICENSE AGREEMENT (THE "AGREEMENT") BETWEEN YOU AND DANGER, INC. ("DANGER") BEFORE YOU USE YOUR WIRELESS DEVICE (THE "DEVICE"). YOUR USE OF THE DEVICE OR THE SERVICE FOR THE DEVICE SHALL CONSTITUTE YOUR BINDING ACCEPTANCE OF ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, THEN YOU MAY NOT USE THE DEVICE OR THE SERVICE AND SHOULD PROMPTLY RETURN THE DEVICE TO THE PLACE WHERE YOU PURCHASED IT.

Danger owns and operates a service that enables certain features on your Device, including email, Internet access, instant messaging, address book, and calendar functions, and that also allows you to access such features from a Web site operated by Danger (the "Service"). Your use of the Service and the Software (as defined below) in the course of operating your Device is subject to the terms and conditions of this Agreement. Danger reserves the right to change or modify any of the terms and conditions contained in this Agreement or any policy referenced herein at any time

and in its sole discretion. You may access this agreement at www.danger.com/agreements. If the Agreement is changed, we will post the new terms to such Web page. Any changes or modifications will be effective upon posting, and your continued use of the Service or Software after the posting of such changes will constitute your binding acceptance of the Agreement as revised.

1. Software

1.1 Definition. “Software” means any computer software, in executable code form, owned by Danger (or software owned by third parties, which Danger has the right to distribute or sublicense) and either pre-loaded on the Device at the time of manufacture or otherwise furnished to you by Danger in its sole discretion. “Software” includes the Danger® operating system and applications.

1.2 License Grant. Subject to the terms and conditions of this Agreement, Danger hereby grants to you a nonexclusive, nontransferable, nonsublicenseable license to use, perform, and display the Software using the Device upon which the Software was originally installed, and solely as necessary to operate the Software in accordance with the applicable documentation.

1.3 Restrictions. You may not (a) reproduce, distribute, sublicense, use for service-bureau purposes, sell, lease, or otherwise transfer the Software to any third parties; (b) modify, alter, improve, “hack,” or create derivative works of

the Software; or (c) reverse-engineer, decompile, disassemble, reverse-assemble, or otherwise attempt to derive the source code of the Software.

1.4 Third-Party Software. You understand and agree that in addition to the Software, the Device may contain certain third-party software (“Third-Party Software”) the use of which may be subject to separate license agreements containing additional terms and conditions. Any such license agreements will be provided to you separately. You hereby agree to comply with all such additional terms and conditions in your use of the Third-Party Software.

2. **Ownership.** The Software is licensed to you, not sold. Danger and its licensors retain exclusive ownership of all proprietary rights, including all patent, copyright, trade secret, trademark and other intellectual property rights worldwide, in and to the Service and the Software (including any corrections, bug fixes, enhancements, updates or other modifications thereto). There are no implied licenses under this Agreement, and all rights not expressly granted are hereby reserved.

3. Use of the Service

3.1 Wireless Service Provider. In addition to Danger’s terms and conditions set forth in this Agreement, you agree and acknowledge that your use of the Service is subject to your wireless carrier’s terms and conditions of service.

3.2 Privacy Policy. Danger believes strongly in protecting user privacy and providing you notice of Danger's collection and use of data, including personally identifying information. To learn about Danger's information collection and use practices and policies for the Service, please refer to the Danger® Service Privacy Notice.

3.3 Your Account. All information that you provide in connection with your registration for the Service must be accurate. You will receive a password and username upon completing your registration. You are responsible for maintaining the confidentiality of the password and account information, and are fully responsible for all activities that occur under your password or account. You agree to immediately notify your wireless network operator of any unauthorized use of your password or account or any other breach of security.

3.4 Prohibited Activities. You agree not to use the Service to: (a) directly or indirectly violate any applicable laws, rules, or regulations issued or promulgated by any competent government authority, including without limitation any intellectual property laws, privacy laws, computer fraud or abuse statutes, or export control laws; (b) upload, post, email or transmit any content that you do not have the right to post or transmit under any law, contractual duty or fiduciary relationship; (c) upload, post, email or transmit any content that infringes a third party's trademark, patent, trade secret, copyright, publicity,

privacy, or other proprietary right; (d) upload, post, email or transmit any materials that are unlawful, untrue (including incomplete, false or inaccurate biographical information), harassing, libelous, defamatory, abusive, tortuous, threatening, obscene, pornographic, indecent, hateful, abusive, or harmful (including but not limited to viruses, corrupted files, or any other similar software or programs); (e) violate, attack, or attempt to violate or attack the security, integrity, or availability of any network, service, or other computer system; (f) send mass unsolicited or unauthorized electronic messages or "spam", including without limitation, promotions or advertisements for products or services; (g) send altered, deceptive or false source-identifying information (including forged TCP/IP headers); or (h) use the Service in a manner that otherwise violates Danger's then-current Acceptable Use Policy, the latest version of which is available at www.danger.com/agreements. Violations of any of the above will be investigated by Danger and, where appropriate, Danger may either institute legal action, or cooperate with law enforcement authorities in bringing legal proceedings, against users who violate this Agreement.

3.5 Third-Party Content and Services. In the course of using the Service, you may download to the Device content that is provided by third parties and/or access services and Web sites provided by third parties, including third-party Web sites accessible through links from the Service. Danger is not

responsible for the content, products, materials, or practices (including privacy practices) of any such Web sites or third-parties. You understand that by using the Service you may be exposed to third-party Web sites or content that you find offensive, indecent or otherwise objectionable. Danger makes no warranty, representation, endorsement, or guarantee regarding, and accepts no responsibility for, the quality, content, nature or reliability of third-party Web sites (including Web sites accessible by hyperlink from the Service) or third party products or services accessible via the Service. Danger provides links to third-party Web sites for your convenience only and Danger does not control such Web sites. Danger's inclusion of links to third party Web sites or access to third party products does not imply any endorsement of the third parties or their products and services. It is your responsibility to review the privacy policies and terms of use that apply to third party Web sites you visit or to third party content and services you access. In no event will Danger be liable to you in connection with any Web sites, content, products, services, materials, or practices of a third party.

3.6 Uploading and Downloading of Information. You hereby agree and acknowledge: (a) that Software, data, and other information may be downloaded from Danger to your Device and requests for information may be uploaded from your Device to Danger on a regular basis; (b) that Danger makes no guarantee of, and is not responsible for, the accuracy or completeness of

any downloaded information; and (c) that the Service may be inoperable from time-to-time and Danger shall incur no liability for such inoperability. You also hereby agree and acknowledge that any information, content or software that you upload or download using a particular Device model may not be available to you in the event that you switch to different Device model.

4. Intellectual Property Rights

4.1 Copyright. All content included on the Device, including graphics, text, images, logos, button icons, images, audio and video clips and software, as well as the compilation of the content, is the property of Danger and/or its licensors ("Danger Material") and is protected by U.S. and international copyright laws. Any unauthorized use of Danger Material may violate copyright, trademark or other laws. Additionally, certain other content, including, Web sites, photographs, images, text, graphics, video clips, audio recordings, or other content accessed or transmitted through the Service may be copyrighted by third parties and protected by U.S. and international copyright law. Materials that are copyrighted may be viewed as presented and are for personal use only. Unless otherwise authorized by law, you agree not to alter, falsify, misrepresent, modify, copy, reproduce, republish, upload, post, transmit, distribute or otherwise utilize such materials without the express, written permission of the copyright holder. Unauthorized copying or distribution of copyrighted works is an infringement of the copyright holders'

rights. Pursuant to the Digital Millennium Copyright Act, Danger reserves the right to terminate the accounts of users of the Service who are infringers of the copyrights of others.

4.2 Trademarks. Danger, hiptop®, Get Away With It!, hiplogs, Flip For It, the Danger logo and the hiptop® logo are trademarks, service marks, and/or registered trademarks of Danger, Inc. in the United States and in other countries. You agree not to use Danger's trademarks (i) to identify products or services that are not Danger's, (ii) in any manner likely to cause confusion, (iii) in or as a part of your own trademarks, (iv) in a manner that implies that Danger sponsors or endorses your products or services or (v) in any manner that disparages or discredits Danger. You must have Danger's prior written consent before you use Danger's trademarks in any way.

5. **No Monitoring; Necessary Disclosures.** You acknowledge that Danger does not pre-screen or monitor content posted to or transmitted through the Service, but that Danger shall have the right (but not the obligation) to remove any content in its sole discretion, including, without limitation, any content that violates this Agreement. In addition, Danger reserves the right to disclose all content that you upload, post, email, transmit or otherwise make available via the Service (whether or not directed to Danger) if required to do so by law or in the good faith belief that such disclosure is necessary or appropriate to conform to the law or comply with legal process served on Danger, to protect

and defend the rights or property of Danger, the Service or our customers, whether or not required to do so by law, or to protect the personal safety of our customers or the public.

6. **Termination.** You agree that Danger or its service partners, in their sole discretion, may immediately terminate your access to the Service (whether directly or through your wireless carrier) if they believe that you have violated the terms and conditions of this Agreement. You agree that any termination of your access to the Service may be effected without prior notice, and acknowledge and agree that, upon termination, Danger and its service partners may immediately deactivate or delete your account and all related information, emails, files and other data in your account and/or bar any further access to such files or the Service. Further, you agree that neither Danger nor its service partners shall be liable to you for any termination of your access to the Service hereunder.
7. **NO WARRANTIES.** THE SERVICE AND SOFTWARE ARE PROVIDED BY DANGER ON AN "AS IS" BASIS. DANGER, ITS SUPPLIERS AND SERVICE PROVIDERS HEREBY DISCLAIM ALL REPRESENTATIONS OR WARRANTIES OF ANY KIND, WHETHER EXPRESS, IMPLIED, OR STATUTORY, RELATING TO THE SERVICE OR THE SOFTWARE (INCLUDING ANY INFORMATION, CONTENT, MATERIALS OR PRODUCTS THAT YOU MAY ACCESS THROUGH THE SERVICE), INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE,

QUIET ENJOYMENT, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, ACCURACY OF INFORMATIONAL CONTENT, AND ANY WARRANTIES ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE. WITHOUT LIMITING THE FOREGOING, YOU ACKNOWLEDGE THAT DANGER, ITS SUPPLIERS AND SERVICE PROVIDERS DO NOT WARRANT OR REPRESENT THAT THE SERVICE OR THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE SERVICE OR THE SOFTWARE WILL BE TIMELY, SECURE, UNINTERRUPTED, OR ERROR-FREE, THAT DEFECTS IN THE SERVICE OR THE SOFTWARE WILL BE CORRECTED, THAT ANY CONTENT OR INFORMATION CONTAINED IN THE SERVICE OR ACCESSED THROUGH YOUR USE OF THE DEVICE WILL BE ACCURATE, COMPLETE, RELIABLE, OR ERROR-FREE, THAT THE SOFTWARE OR ANY MATERIALS AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL BE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS, OR THAT THE SERVICE WILL BE FREE FROM UNAUTHORIZED ACCESS (INCLUDING THIRD PARTY HACKERS OR DENIAL OF SERVICE ATTACKS). FURTHER, AS THE WIRELESS CARRIER IS NOT CONTROLLED BY DANGER, NO WARRANTY IS MADE AS TO COVERAGE, AVAILABILITY OR GRADE OF SERVICE PROVIDED BY THE WIRELESS CARRIER. PLEASE NOTE THAT SOME JURISDICTIONS MAY NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SOME OF THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

8. **LIMITATION OF LIABILITY.** IN NO EVENT SHALL DANGER, ITS SUPPLIERS OR SERVICE PROVIDERS BE LIABLE TO YOU FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, EXEMPLARY, PUNITIVE, OR OTHER DAMAGES (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION OR DATA, OR OTHER PECUNIARY LOSS) RESULTING FROM YOUR ACCESS TO, OR USE OR INABILITY TO USE THE SERVICE OR SOFTWARE (INCLUDING AS A RESULT OF AN OUTAGE OF THE SERVICE PROVIDED BY YOUR WIRELESS CARRIER OR ANY OTHER THIRD-PARTY SERVICE PROVIDER, OR WITH RESPECT TO THE INFORMATION, SERVICES, CONTENT OR ADVERTISEMENTS CONTAINED ON OR OTHERWISE ACCESSED THROUGH THE SERVICE. IN NO EVENT WILL DANGER, ITS SUPPLIERS OR SERVICE PROVIDERS BE LIABLE TO YOU IN CONNECTION WITH THE SERVICE OR THE SOFTWARE FOR ANY DAMAGES IN EXCESS OF TWO HUNDRED U.S. DOLLARS (U.S. \$200).
9. **Indemnity.** You agree to defend, indemnify, and hold harmless Danger, its officers, directors, employees and agents, from and against any claims, actions or demands, including without limitation reasonable attorneys' fees, made by any third party due to or resulting from your violation of this Agreement.

10. **Export Controls.** You agree and acknowledge that the Software may contain cryptographic functionality the export of which is restricted under U.S. export control law. You will comply with all applicable laws and regulations in your activities under this Agreement, including without limitation all export laws and regulations of the U.S. Department of Commerce and all other U.S. agencies and authorities, including the Export Administration Regulations promulgated by the Bureau of Industry and Security (as codified in 15 C.F.R. Parts §§ 730-774). You expressly agree not to export or re-export the Software in violation of such laws or regulations, or without all required licenses and authorizations.
11. **Government End Users.** The Software is a “commercial item” as that term is defined at 48 C.F.R. 2.101, consisting of “commercial computer software” and “commercial computer software documentation” as such terms are used in 48 C.F.R. 12.212. Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4, all U.S. Government end users acquire the Software with only those rights set forth therein.
12. **Applicable Law and Jurisdiction.** You agree that this Agreement and all matters relating to the Service and the Software will be governed by the laws of the State of California, without giving effect to any principles of conflicts of laws that would require the application of the laws of a different state. You also consent to the exclusive jurisdiction and venue of the Superior Court of

Santa Clara County for state claims and the Northern District of California for federal claims in all disputes arising out of or relating to the Software or the Service. The parties agree that the Uniform Computer Information Transaction Act (or any statutory implementation of it) and the United Nations Convention on the International Sale of Goods will not apply with respect to this Agreement or the parties’ relationship.

13. **General Provisions.** You are responsible for compliance with applicable local laws. This Agreement is personal to you, and you may not transfer, assign or delegate this Agreement to anyone without the express written permission of Danger. Any attempt by you to assign, transfer or delegate this Agreement without the express written permission of Danger shall be null and void. The paragraph headings in this Agreement, shown in boldface type, are included to help make the agreement easier to read and have no binding effect. The waiver of any breach or default, or any delay in exercising any rights shall not constitute a waiver of any subsequent breach or default. This Agreement constitutes the complete and exclusive agreement between you and Danger with respect to the subject matter hereof, and supersedes all prior oral or written understandings, communications or agreements. If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement will continue in full force and effect.

Danger® Service Privacy Notice

Danger, Inc. (“Danger”) operates a service on behalf of your wireless carrier that enables certain features on your wireless device, including email, Internet access, instant messaging, address book, and calendar functions (the “Danger Service”). The Danger Service also includes a Web site operated by Danger (the “Danger Service Web Site”) that subscribers may use to access these features, as described more fully in the Reference Guide accompanying your wireless device. This Privacy Notice applies to information collected by Danger in connection with its operation of the Danger Service. This Notice does not apply to information collected on other Web sites owned or operated by Danger, such as www.danger.com or www.hiptop.com. To find out how Danger handles information collected on those Web sites, please read the privacy policies located at those sites. Finally, this Notice does not apply to information collected by your wireless carrier. Please refer to your wireless carrier’s privacy policy to learn what information it collects about you and how such information is used.

YOUR PRIVACY IS IMPORTANT TO US

At Danger we are committed to maintaining the privacy and accuracy of your personal information and to protecting such information from loss, misuse and unauthorized access and disclosure. This Privacy Notice describes how Danger treats information received about you when you register to use the Danger Service, when you provide information to us, and when you use the Danger Service.

WHAT INFORMATION DOES DANGER COLLECT?

It is important to know that we collect different types of information. We use each type of information in different ways, as explained in more detail below. The terms defined below are used throughout our Privacy Notice.

1. “Personal Information” is any information that personally identifies you as an individual. Examples of this type of information would be your name, address, telephone number, email address, and other information that personally identifies you. Personal Information also includes data you transmit and/or store on the Danger Service, such as your address book, notes, tasks, pictures and the contents of messages and emails you send and receive.

2. “Anonymous Information” does not personally identify you as an individual. It is information collected without connecting it to any name, address, or other Personal Information. Although this data does not personally identify you, it does provide us with anonymous information about how people are using our Service. For example, Anonymous Information collected by us may describe how many people viewed a particular Web site or used a particular feature of our Service, but this data does not disclose Personal Information of those people.

Personal Information

Danger collects certain information that personally identifies you. When you register to become a user of the Danger Service, Danger requests your name. Danger also

collects the mobile phone number for the device you are registering and the email address assigned to you as a subscriber to the Danger Service. In addition, if you use your wireless device to access third party products and services, such as instant messaging services, Danger will collect your screen name(s) and password(s) for these services.

By using the Danger Service, you will transmit and store on Danger's servers other personal information, such as your address book, notes, tasks, pictures, sound/video recordings and the contents of emails you send and receive. You may also retrieve email from your existing email accounts with third party services by using protocols such as "POP". When you set up mail accounts through the Danger Service, Danger collects the email addresses and other information associated with these accounts and stores the content of the email messages sent to these accounts on its servers.

Personal Information may also be collected at other times by specifically requesting it from you, such as when you order premium services, when you request other promotional material, when we ask you to complete customer surveys, and in other circumstances when you interact with the Danger Service or our employees, agents and contractors working to provide the Danger Service to you.

Anonymous Information

Danger collects and stores Anonymous Information relating to the use of the Danger

Service. For example, Danger's servers automatically gather information regarding which Web pages are visited by users of the Danger Service. In addition, Danger collects data regarding subscribers' usage of various features of the Service, such as how many email messages or IM messages are sent by a particular user or by users in the aggregate, the most popular Web sites visited by users of the Service, the number of Web pages viewed at the Danger Service Web Site, and other similar information. Similarly, for network monitoring purposes, the Danger Service records how many devices in the aggregate are connected to the Service in particular geographic locations, but the Service does not identify the location of individual devices or subscribers. All of this Anonymous Information gathered from your use of the Danger Service is stored by Danger under an automatically generated identification number that will not be linked to your name or your other Personal Information without your consent, except as specifically provided in the "Use of Anonymous Information" section below.

Private Data and Online Communications

Danger stores certain information on its servers at your request. As described above, you may request that Danger retrieve email messages from email accounts maintained by third parties. The content of instant messaging conversations may also be temporarily stored on Danger's servers pending delivery to your wireless device. In addition, you may store addresses, calendar information, to do lists, notes, and photographs on the Danger Service, either through your wireless device

or by uploading such information at the Danger Service Web Site. If you input such information directly on your wireless device, it is automatically synchronized with and stored on Danger's servers and is available to you through both the device and the Danger Service Web Site.

HOW DOES DANGER USE THE INFORMATION IT COLLECTS?

Personal Information

Danger collects and uses Personal Information to (a) operate and deliver the Danger Service, (b) process or collect payments and for other billing purposes, (c) to assist with questions about use of the Danger Service, (d) to anticipate and resolve problems with your use of the Danger Service, and (e) to alert you to new products, product upgrades, software upgrades, changes to the service, technical and administrative issues, special offers and other information related to the Danger Service.

Anonymous Information

Danger uses Anonymous Information to effectively operate the Danger Service and enhance your experience using the Service. For example, Danger stores cached versions of the Web sites that are most frequently visited by users of the Service, so that you can access them more quickly. Danger also uses Anonymous Information to understand how certain features of our Service are being used and to measure the costs of providing certain features. We may also use Anonymous Information to diagnose and correct problems with the Danger Service. In some cases, it may be

necessary to link Anonymous Information relating to your use of the Service with you individually in order to correct problems that you may be experiencing with the Danger Service. In general, the collection and use of Anonymous Information allows Danger to analyze the use of the Danger Service to continue to develop and provide improved features and services to our subscribers.

Private Data and Online Communications

Danger honors the confidentiality of your private communications and other private data, whether it is through instant messaging conversations, email messages, or other data stored at your request, such as addresses and calendar information. Danger will not read or disclose to third parties private communications that are transmitted using the Danger Service or private data stored at your request, except as required to operate the service or as otherwise provided in the Special Circumstances section below.

WITH WHOM DOES DANGER SHARE THE INFORMATION THAT IS COLLECTED?

Personal Information

Danger may share Personal Information with your wireless carrier to further the purposes described in the "How Does Danger Use the Information it Collects" section above. Except in the very limited circumstances outlined in the "Special Circumstances" section below, Danger does not share with your wireless carrier the contents of data you transmit and/or store on the Danger Service, such as the con-

tent of your address book, notes, tasks, pictures and the contents of messages and emails you send and receive. Danger will not share your Personal Information with other third parties without your consent, except in the very limited circumstances outlined in the “Special Circumstances” section below. Your Personal Information is not otherwise sold, marketed or shared with third parties without your permission.

Anonymous Information

Anonymous Information may be shared with third parties for research, analysis, or other similar purposes. Danger will only share Anonymous Information with third parties if the information is disclosed in a manner that does not identify individual subscribers to the third parties concerned.

ARE THERE ANY SPECIAL CIRCUMSTANCES THAT MAY REQUIRE MY INFORMATION TO BE SHARED WITH THIRD PARTIES?

Danger may disclose Personal Information and/or Anonymous Information if Danger or your wireless carrier is required to do so by law or in the good-faith belief that such action is necessary or appropriate to (a) conform to the edicts of the law or comply with legal process served on Danger or your wireless carrier, (b) protect and defend the rights or property of Danger, the Danger Service, your wireless carrier or the users of the Danger Service, whether or not required to do so by law, or (c) protect the personal safety of users of the Danger Service or the public. Danger reserves the right to contact appropriate authorities and disclose Personal or Anony-

mous Information to them at its discretion when it appears that individuals using our products or services are engaged in activities that are illegal or violate the Danger Service and End-User License Agreement.

Should Danger merge with or be acquired by another company, or if the business unit providing your service were sold to another company, then customer information maintained by Danger, including Personal and Anonymous Information, may be transferred to and used by the resulting combined company. If Danger were to cease operations, this customer data might be transferred to and used by another company, which offers similar or related products or services. While we cannot predict a great deal about such an unlikely event, we would hope this would provide you with continuity of service.

From time to time, Danger may also share Personal Information with third parties for their use to provide services to Danger in the operation and delivery of the Danger Service, such as to process or collect payments, service accounts, or provide the products and services associated with the Danger Service. Danger may also share Personal Information with third parties for their use to fulfill your requests and purchases of products and services. All such third parties are prohibited from use of such Personal Information except to provide such products and services to Danger and to you, and they are also required to maintain the confidentiality of such Personal Information.

HOW CAN YOU UPDATE OR CORRECT YOUR INFORMATION?

Danger believes in and supports your right to access and edit the Personal Information you have provided us. You may make such changes at the Danger Service Web Site.

DOES DANGER COLLECT INFORMATION FROM CHILDREN UNDER 13?

Danger currently does not knowingly collect or use Personal Information from children under 13, and Danger will not do so in the future without first obtaining verifiable consent from their parents. Should a child whom Danger knows to be under 13 send Personal Information to Danger, Danger will only use that information to respond directly to that child or seek parental consent.

WHAT TYPES OF SECURITY MEASURES ARE IN PLACE TO PROTECT YOUR INFORMATION?

Danger maintains a variety of physical, electronic, and procedural safeguards to guard your information. For example, information transmitted from your wireless device to the Danger Service is automatically encrypted for your protection. Once your information reaches us, it resides on a server that is heavily guarded both physically and electronically. In order to prevent unauthorized access into our systems, our servers sit behind an electronic firewall and are not directly connected to the Internet. These technologies and methods increase the security and privacy of information traveling to, from and within the Danger Service. While we cannot

guarantee that loss, misuse or alteration of your data will not occur, we work hard to prevent such occurrences.

Danger also safeguards Personal Information from unauthorized access. Only authorized Danger employees or agents carrying out permitted business functions are permitted to access Personal Information. Employees who violate Danger's privacy access policies are subject to disciplinary actions, including termination when appropriate. In addition, Danger encourages all users of the Danger Service to review the privacy policies posted by the Web sites visited over the Internet, including those linked to from the Danger Service, to ensure that these Web sites also protect Personal Information. Danger is not responsible for Personal Information you provide to such sites or the privacy practices and other policies of such sites.

DOES DANGER USE COOKIES?

Cookies are small text files that are placed on the hard drive of your computer by a Web site you visit. These files identify your computer and record your preferences and other data about your visit so that when you return to the site, the site knows who you are and can personalize your visit. In operating the Danger Service Web Site, Danger uses cookies to personalize the site, improve your experience at the site, and to determine which areas and features of the site are most popular. You may set your browser to reject cookies, but this may affect your ability to use some parts of the Danger Service Web Site.

When you access the Internet using your wireless device, the Web sites you visit may use cookies. These cookies may be physically placed on your wireless device, they may be transferred to Danger's servers or may be placed on servers operated by third-party Web site operators. This cookie-like functionality is in place for the same reasons and designed for the same purposes as cookies installed on your computer, but information collected from cookies by third parties is subject to their privacy practices rather than Danger's.

As technology advances and cookies provide more functionality, we may utilize them in different ways in the future. As we do so, this Notice will be updated to provide you with more information.

HOW CAN I FIND OUT ABOUT CHANGES TO THIS PRIVACY NOTICE?

Danger may make changes to this Notice from time to time. We will post changes to our Privacy Notice here, so be sure to check back periodically. We may also notify you of significant changes by email or in other ways.

WHAT IF I HAVE OTHER QUESTIONS, COMMENTS, OR CONCERNS ABOUT PRIVACY?

If you have any questions or comments about our use of Personal Information or about this Privacy Notice, please contact us at privacy@danger.com. Danger will use reasonable efforts to promptly investigate any complaint you may have regarding our use of Personal Information and to comply fully with the legal and regulatory

supervisory authorities responsible for enforcing our adherence to the privacy principles stated above.

One-Year Limited Warranty

UTStarcom Personal Communications (the Company) warrants to the original retail purchaser of this UTStarcom handheld portable cellular telephone, that should this product or any part thereof during normal consumer usage and conditions, be proven defective in material or workmanship that results in product failure within the first twelve (12) month period from the date of purchase, such defect(s) will be repaired or replaced (with new or rebuilt parts) at the Company's option, without charge for parts or labor directly related to the defect(s).

The antenna, keypad, display, rechargeable battery and battery charger, if included, are similarly warranted for twelve (12) months from date of purchase.

This Warranty extends only to consumers who purchase the product in the United States or Canada and it is not transferable or assignable.

This Warranty does not apply to:

- (a) Product subjected to abnormal use or conditions, accident, mishandling, neglect, unauthorized alteration, misuse, improper installation or repair or improper storage;
- (b) Product whose mechanical serial number or electronic serial number has been removed, altered or defaced.

- (c) Damage from exposure to moisture, humidity, excessive temperatures or extreme environmental conditions;
- (d) Damage resulting from connection to, or use of any accessory or other product not approved or authorized by the Company;
- (e) Defects in appearance, cosmetic, decorative or structural items such as framing and non-operative parts;
- (f) Product damaged from external causes such as fire, flooding, dirt, sand, weather conditions, battery leakage, blown fuse, theft or improper usage of any electrical source.

The Company disclaims liability for removal or reinstallation of the product, for geographic coverage, for inadequate signal reception by the antenna or for communications range or operation of the cellular system as a whole.

When sending your wireless device to UTStarcom Personal Communications for repair or service, please note that any personal data or software stored on the device may be inadvertently erased or altered. Therefore, we strongly recommend you make a back up copy of all data and software contained on your device before submitting it for repair or service. This includes all contact lists, downloads (i.e. third-party software applications, ringtones, games and graphics) and any other data added to your device. In addition, if your wireless device uses a SIM or Multimedia card, please remove the card before submitting the device and store for later use when your device is returned, UTStarcom Personal Communications is

not responsible for and does not guarantee restoration of any third-party software, personal information or memory data contained in, stored on, or integrated with any wireless device, whether under warranty or not, returned to UTStarcom Personal Communications for repair or service.

To obtain repairs or replacement within the terms of this Warranty, the product should be delivered with proof of Warranty coverage (e.g. dated bill of sale), the consumer's return address, daytime phone number and/or fax number and complete description of the problem, transportation prepaid, to the Company at the address shown below or to the place of purchase for repair or replacement processing. In addition, for reference to an authorized Warranty station in your area, you may telephone in the United States (800) 229-1235, and in Canada (800) 465-9672 (in Ontario call 416-695-3060).

THE EXTENT OF THE COMPANY'S LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL THE COMPANY'S LIABILITY EXCEED THE PURCHASE PRICE PAID BY PURCHASER FOR THE PRODUCT.

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SPECIAL CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. THE COMPANY SHALL NOT BE LIABLE FOR THE DELAY IN RENDERING SERVICE UNDER THIS WARRANTY OR LOSS OF USE DURING THE TIME THE PRODUCT IS BEING REPAIRED OR REPLACED.

No person or representative is authorized to assume for the Company any liability other than expressed herein in connection with the sale of this product.

Some states or provinces do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitation or exclusions may not apply to you. This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to state or province to province.

IN USA: UTStarcom Personal Communications
555 Wireless Blvd.
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IN CANADA: UTStarcom Canada Company
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(800) 465-9675

Additional Information

Coverage only available on our domestic GSM/GPRS/EDGE network and the networks of our GSM/GPRS/EDGE affiliates and roaming partners, but not in all locations; see our coverage maps, available at www.t-mobile.com and at T-Mobile stores, for details. Depicted phone model is sold solely for use with T-Mobile service; all T-Mobile rate plans require credit approval, \$35/line activation fee and minimum one-year service agreement, with \$200/line early termination fee. Ability to use some or all phone features depends on connection to our network. Sidekick LX™ images simulated. You will be charged for all data sent by or to you through the network, whether or not received, and for all music, ringtones, wallpapers, and games (and certain other content) purchased and/or downloaded to your phone (all prices subject to change). Text/instant messages may be limited in character length; picture/video messages/attachments may be limited in file size. T-Mobile is not liable for (a) the content of any text/instant/picture/video messages or attachments or (b) any failures, delays or errors in the transmission of any T-Mobile-generated alerts or other notifications. Duration of use of downloads may be limited by T-Mobile or any content provider. You may not sublicense or disseminate any download; downloads may not be transferable to other handsets or SIM cards. Internet access may be disrupted, suspended, or cancelled if your usage adversely affects T-Mobile's network or service levels. T-Mobile and the HotSpot design are federally registered trademarks, the magenta color is a trademark, and t-zones is a service mark, of Deutsche Telekom AG. Get More is a federally registered trademark of T-Mobile USA, Inc.



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